

For four to eight characters of levels 1-3

9481

Advanced
Dungeons & Dragons®

LANKHMAR™

Official Game Adventure

Avengers in Lankhmar



Table I: Spellcasting Conversions

AD&D® Time	LANKHMAR™ Time
Init. Modifier	One Round
One Round	One Turn
One Turn	One Hour
One Hour	Eight Hours
Eight Hours	One Day
One Day	One Week
One Week	One Month

Table II: Money Conversions

AD&D Money	LANKHMAR Money
Copper piece	Iron tik
Silver piece	Bronze agol
Electrum piece	Silver smerduk
Gold piece	Gold rilk
Platinum piece	Diamond-in-amber glulditch

Table III: City Encounters

1d100	Encounter
01–14	Fighter (use Subtable I: <i>Fighter*</i>)
15–28	Thief (use Subtable II: <i>Thief*</i>)
29–37	Wizard (use Subtable III: <i>Wizard*</i>)
38–46	Priest (use Subtable IV: <i>Priest*</i>)
47–55	Noble (use Subtable V: <i>Noble*</i>)
56–64	Assassin/Spy (use Subtable VI: <i>Assassin/Spy*</i>)
65–78	Courtesan/Dancer (use Subtable VII: <i>Courtesan/Dancer*</i>)
79–87	Guard (use Subtable VIII: <i>City Guard*</i>)
88–00	Other (use Subtable IX: <i>Other*</i>)

* Optional subtables on pg. 125–129 of *LANKHMAR: City of Adventure*. See *Avengers in Lankhmar* for details.

Table IV: Crowd Encounters

1d100	0-lvl	1st-lvl	2nd-lvl	3rd-lvl	4th-lvl+
01-55	100%	0%	0%	0%	0%
56-65	98%	2%	0%	0%	0%
66-74	94%	4%	2%	0%	0%
75-82	88%	6%	4%	2%	0%
83-89	80%	8%	6%	4%	2%
90-94	72%	10%	8%	6%	4%
95-97	64%	12%	10%	8%	6%
98-99	56%	14%	12%	10%	8%
00	48%	16%	14%	12%	10%

Generic NPCs and Creatures

Fighter (F3): SL 2; AC 6; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d10 (two-handed sword); SZ M; ML steady (11); Int avg (10); AL CN; XP 65.

Thief (T2): SL 2; AC 7; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (rapier) or 1d4 (dagger); SZ M; ML steady (12); Int very (12); AL LE; XP 35.

Wizard (BW6): SL 3; AC 10; MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (dagger); SA spells (*affect normal fires, darkness 15[FM] radius, fireball, grease, hold person, hold portal, shield, stinking cloud*); SZ M; ML elite (14); Int high (14); AL LE; XP 420.

Priest (0-level): SL 3; AC 8; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d6 (club); SZ M; ML champion (16); Int high (13); AL LN; XP 7.

Noble (F1): SL 12; AC 8; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d8 (rapier); SD accompanied by 2d4 guards; SZ M; ML champion (16); Int very (12); AL CN; XP 15.

Assassin/Spy (T5): SL 1; AC 5; MV 12; hp 27; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA type K poison on dagger; SZ M; ML elite (14); Int exceptional (15); AL NE; XP 420.

Courtesan/Dancer (0-level): SL 1; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d3 (knife); SZ M; ML unsteady (7); Int avg (8); AL N; XP 7.

Guard (F1): SL 2; AC 8; MV 12; hp 7; THAC0 20; #AT 1; Dmg 2d4 (broad sword); SZ M; ML elite (13); Int very (12); AL N; XP 15.

Rat: AC 7; MV 15; HD 1/4 [MF]; hp 2; THAC0 20; #AT 1; Dmg 1; SA disease (5% chance of infection, save vs. poison to avoid); SZ T; ML unreliable (4); Int animal (1); AL N; XP 7.

Wererat: AC 6; MV 12; HD 3+1; hp 23; THAC0 17; #AT 1; Dmg 1d6 (short sword); SZ S; ML steady (12); Int very (12); AL LE; XP 270.

War dog: AC 6; MV 12; HD 2+2; hp 13; THAC0 19; #AT 1; Dmg 2d4; SZ M; ML average (8); Int semi (3); AL N; XP 65.

Abbreviations: F (fighter), T (thief), BW (black wizard)

Table V: Techniques (Heroes and Edals in Same Quad)

Technique	Alley	Building	Catwalk	Market	Park	Sewer	Stairs	Street
1	—	—	—	—	01-05	—	—	01-03
2	01-03	01-04	—	01-05	—	—	—	04-06
3	04-07	05-08	01-06	06-10	06-10	—	—	07-09
4	08-10	—	—	—	11-14	—	—	10-11
5	11-13	—	—	—	—	—	01-04	12-14
6	—	09-12	—	—	—	—	—	—
7	14-17	—	—	—	—	—	—	15-17
8	18-20	13-16	07-13	—	—	—	05-09	18-20
9	—	—	—	—	—	01-08	—	—
10	21-23	17-20	14-19	11-15	15-19	09-15	10-13	21-23
11	24-27	—	—	—	—	—	—	24-26
12	28-30	—	—	16-20	20-24	—	—	27-28
13	31-33	—	—	—	—	—	14-17	29-31
14	34-37	21-24	—	—	—	—	—	32-34
15	—	24-28	—	21-25	25-29	—	—	35-37
16	38-40	29-32	20-25	—	—	—	18-22	38-40
17	41-43	33-36	26-31	26-30	30-33	16-23	23-26	41-43
18	44-47	37-40	32-38	31-35	34-38	24-31	27-30	44-46
19	48-50	41-44	39-44	36-40	39-43	32-38	31-35	47-49
20	51-53	45-48	—	41-45	44-48	39-46	—	50-51
21	—	49-52	—	46-50	49-52	—	—	52-54
22	54-57	53-56	—	—	53-57	—	36-39	55-57
23	58-60	57-60	45-50	—	58-62	47-54	40-43	58-60
24	61-63	—	—	—	—	—	44-48	61-63
25	64-67	—	—	—	—	—	49-52	64-66
26	68-70	61-64	—	51-55	63-67	55-62	—	67-69
27	71-73	—	—	56-60	—	—	53-57	70-71
28	74-76	65-68	51-56	61-65	68-71	63-69	58-61	72-74
29	77-79	—	—	—	—	—	62-65	75-77
30	80-82	69-72	67-63	66-70	72-76	70-77	66-70	78-80
31	—	73-76	—	71-75	77-81	—	—	81-83
32	83-85	77-80	64-69	76-80	82-86	78-85	71-74	84-86
33	86-88	81-84	70-75	—	—	—	75-78	87-89
34	89-91	—	—	—	—	—	79-83	90-91
35	—	85-88	76-81	—	—	—	84-87	—
36	92-94	89-92	82-88	81-85	87-90	86-92	88-91	92-94
37	95-97	93-96	89-94	86-90	91-95	93-00	92-96	95-97
38	—	—	—	91-95	—	—	—	—
39	98-00	97-00	95-00	96-00	96-00	—	97-00	98-00

Table VI: Techniques (Edals Alone in Quad)

Technique	Alley	Building	Catwalk	Market	Park	Sewer	Stairs	Street
1	—	—	—	—	—	—	—	01-05
2	01-05	01-06	—	01-09	—	—	—	06-10
3	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—
5	—	—	—	—	—	—	—	—
6	—	07-13	—	—	—	—	—	—
7	—	—	—	—	—	—	—	—
8	—	—	—	—	—	—	—	—
9	—	—	—	—	—	—	—	—
10	06-10	14-19	01-09	10-18	01-08	01-13	01-06	11-14
11	—	—	—	—	—	—	—	—
12	11-15	—	—	19-27	09-17	—	—	15-19
13	16-20	—	—	—	—	—	07-13	20-24
14	21-25	20-25	—	—	—	—	—	25-29
15	—	—	—	—	—	—	—	—
16	26-30	26-31	10-18	—	—	—	14-19	30-33
17	—	—	—	—	—	—	—	—
18	—	—	—	—	—	—	—	—
19	—	—	—	—	—	—	—	—
20	31-35	32-38	—	28-36	18-25	14-25	—	34-38
21	—	—	—	—	—	—	—	—
22	36-40	39-44	—	—	26-33	—	20-25	39-43
23	41-45	45-50	19-27	—	34-42	26-38	26-31	44-48
24	46-50	—	—	—	—	—	32-38	49-52
25	—	—	—	—	—	—	—	—
26	—	—	—	—	—	—	—	—
27	51-55	—	—	37-45	43-50	—	—	53-57
28	56-60	51-56	28-36	46-54	51-58	39-50	39-44	58-62
29	61-65	—	—	—	—	—	45-50	63-67
30	66-70	57-63	37-45	55-63	59-67	51-63	51-56	68-71
31	—	—	—	—	—	—	—	—
32	71-75	64-69	46-54	64-72	68-75	64-75	57-63	72-76
33	76-80	70-75	55-63	—	—	—	64-69	77-81
34	81-85	—	—	—	—	—	70-75	82-86
35	—	76-81	64-72	—	—	—	76-81	—
36	86-90	82-88	73-81	73-81	76-83	76-88	82-88	87-90
37	91-95	89-94	82-90	82-90	84-92	89-00	89-94	91-95
38	96-00	95-00	91-00	91-00	93-00	—	95-00	96-00
39	—	—	—	—	—	—	—	—

Table VII: Social Level Ranks

SL	Members
0	Slaves
1-3	Foreigners, low-level characters, criminals, laborers, common soldiers, and other lower-class individuals
4-6	Poor merchants, sergeants, shopkeepers, guildmembers, etc.
7-9	Wealthy merchants, low-ranked nobles, guildmasters, and military officers
10-12	Landed nobility and distant relatives of the Overlord
13-14	High-ranking nobles and the Overlord's immediate family
15	The Overlord of Lankhmar (only)

Table VIII: Modifiers to Social Level

Modifier	Cause
-4	Member of criminal class
-3	Obviously poor or destitute; associate of notorious criminal
-2	Commit serious crime (murder, assault on a noble, etc.) or act that threatens city; seen in presence of criminal or lower-class individuals
-1	Publicly show cowardice; create a serious public nuisance (fire, riot, etc.)
+1	Publicly show bravery; bribe officials or nobles for recognition; appear at a posh social event
+2	Wealthy; friend of a noble; perform act of notable bravery
+3	Very wealthy; friend of high-ranking noble; hero of Lankhmar; seen in the presence of the Overlord or at a major palace function
+4	Filthy rich; friend of the Overlord; save the city from a threat

Children of the Snake

Chance to Panic: 25%
General Sanity (0-5): 0

Avenel Whystagg, human female, BW13 (wild mage) (1993-143): AC 4; MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d12 (staff); SZ M; ML 14; AL CN; XP 4,000.

Items: *amulet of the planes, staff of Rohalan.*

Belgora, human male, F7 (1991-739): AC 6; MV 12; hp 58; THAC0 14; #AT 3/2; Dmg 1d8 (sword) or 1d4 (dagger); SZ M; ML 16; AL CN; XP 650.

Items: sword, dagger, *ring of protection +2.*

Eriadne, human female, F10 (1991-192): AC 6; MV 12; hp 74; THAC0 11; #AT 3/2; Dmg 1d8 (sword) or 1d4 (dagger); SZ M; ML 15; AL CN; XP 2,000.

Items: dagger, long sword, *bracers of defense AC 6.*

Gorsomm, human male, BW12 (fire elemental) (1991-85): AC 8; MV 12; hp 40; THAC0 17; #AT 1; Dmg 1d4 (dagger); SZ M; ML 13; AL CN; XP 3,000.

Items: *cloak of displacement, ring of fire elemental command.*

Gimballon, human male, T9 (1991-100): AC 7; MV 12; hp 26; THAC0 16; #AT 1; Dmg 1d8 (scimitar); SZ M; ML 12; AL LE; XP 1,400.

Items: scimitar, *medallion of ESP, ring of mind shielding.*

Izz'terl, human male, BW15 (1991-171): AC 6; MV 12; hp 74; THAC0 12; #AT 1; Dmg 1d6 (club); SZ M; ML 10; AL LE; XP 6,000.

Items: club, *cloak of protection +4, staff of the serpent.*

Lakkonon, human male, F13 (1991-83): AC 2; MV 12; hp 110; THAC0 8; #AT 2; Dmg 1d8 (sword); SZ M; ML 12; AL CN; XP 4,000.

Items: long sword, equivalent to *girdle of storm giant strength, ring of protection +4.*

Max Rinnen, human male, T12 (1991-71): AC 8; MV 12; hp 61; THAC0 15; #AT 1; Dmg 1d6 (sword); SZ M; ML 14; AL NE; XP 2,000.

Items: short sword, thief tools, blowgun.

Melikna van Raestel, human female, F2 (1993-425): AC 9; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d8 (rapier); SZ M; ML 17; AL CN; XP 65.

Items: rapier, *ring of protection +1.*

Sakornia, human female, F12 (1991-190): AC 8; MV 12; hp 90; THAC0 9; #AT 3/2; Dmg 1d4 (dagger) or 1d6 (spear); SZ M; ML 18; AL CN; XP 3,000.

Items: dagger, spear, *necklace of missiles.*

Club Blood

Chance to Panic: 50%
General Sanity (0-5): 3

Alazar, human male, F7 (1993-191): AC 8; MV 12; hp 51; THAC0 14; #AT 3/2; Dmg 1d4 (dagger); SZ M; ML 7; AL CE; XP 975.

Items: dagger (type A poison), bow, *gauntlets of swimming and climbing.*

Alea Thegal, human female, F6 (1993-28): AC 6; MV 12; hp 49; THAC0 15; #AT 3/2; Dmg 1d10 (sword); SZ M; ML 16; AL CN; XP 270.

Items: two-handed sword.

Bylquore, human male, F9 (wererat) (1991-50): AC 3; MV 12; hp 68; THAC0 12; #AT 3/2; Dmg 1d8+1 (sword); SZ M; ML 8; AL LE; XP 1,400.

Items: chain mail, bow, *sword +1 luck blade.*

Cytulliar, human female, F14 (1991-743): AC 7; MV 12; hp 124; THAC0 7; #AT 2; Dmg 1d8 (sword); SZ M; ML 10; AL NE; XP 4,000.

Items: leather armor, shield, long sword, bow.

Gerritt, human male, F6 (1991-491): AC 3; MV 12; hp 35; THAC0 15; #AT 1; Dmg 1d8+2 (sword); SZ M; ML 10; AL NE; XP 420.

Items: banded mail, bow, shield, *long sword +2, ring of feather falling.*

Poliamus Azar, human male, F9 (1991-744): AC 4; MV 12; hp 72; THAC0 12; #AT 3/2; Dmg 1d4 (dagger) or 1d6 (arrow) or 1d8 (scimitar); SZ M; ML 6; AL CE; XP 2,000.

Items: dagger, bow, scimitar, *bracers of defense AC 4.*

Teldicia, human female, F7 (1993-13): AC 2; MV 12; hp 42; THAC0 14; #AT 3/2; Dmg 1d8 (sword); SZ M; ML 12; AL CN; XP 650.

Items: long sword, *boots of striding and stringing.*

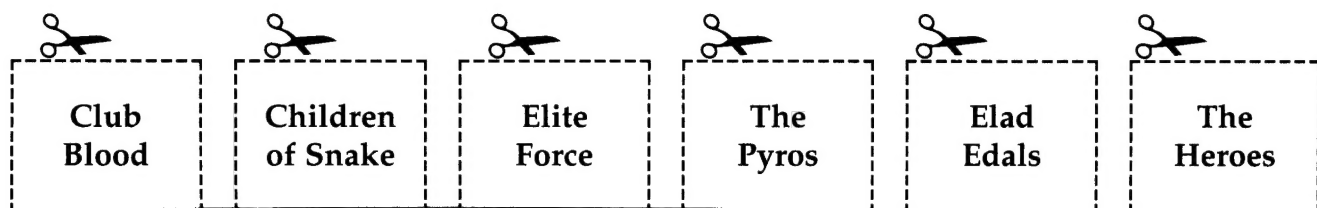
Thraygar Blackbeard, human male, F8 (1991-98): AC -1; MV 12; hp 62; THAC0 13; #AT 3/2; Dmg 1d8 (sword); SZ M; ML 13; AL LN; XP 975.

Items: long sword, bow, lance, shield, *plate mail +2.*

Wilhelm, human male, F7 (1991-492): AC 4; MV 12; hp 65; THAC0 14; #AT 3/2; Dmg 1d8 (axe); SZ M; ML 14; AL LE; XP 650.

Items: ring mail, battle axe, *ring of protection +2.*

Class abbreviations: F (fighter), T (thief), P (paladin), BW (black wizard), WW (white wizard).



Overlord's Elite Force

Chance to Panic: 5%
General Sanity (0–5): 5

Gregory the Valorous, human male, P4 (1993-472): AC 0; MV 12; hp 29; THAC0 17; #AT 1; Dmg 1d8 (sword); SZ M; ML 13; AL LG; XP 175.

Items: long sword, full plate mail.

Kalia, human female, WW8 (1993-265): AC 6; MV 12; hp 33; THAC0 16; #AT 1; Dmg 1d6+1 (flail); SZ M; ML 19; AL LG; XP 975.

Items: flail, *staff of curing*.

Kathena Silverblade, human female, P4 (1993-362): AC 0; MV 12; hp 24; THAC0 17; #AT 1; Dmg 1d8 (sword); SZ M; ML 14; AL LG; XP 270.

Items: silver long sword, *pearl of wisdom*.

Makenzie, human male, P12 (1991-319): AC 2; MV 12; hp 92; THAC0 9; #AT 3/2; Dmg 1d8+4 (sword); SZ M; ML 14; AL LG; XP 3,000.

Items: field plate armor, helm, *sword +4 defender*.

Nobilius, human male, P13 (1991-123): AC 4; MV 12; hp 120; THAC0 8; #AT 2; Dmg 1d8+5 (sword); SZ M; ML 16; AL LG; XP 4,000.

Items: great helm, *sword +5 defender*.

Talamar Thraydin, human male, P15 (1991-30): AC –1; MV 12; hp 132; THAC0 6; #AT 2; Dmg 1d8 (sword); SZ M; ML 18; AL LG; XP 6,000.

Items: full plate mail, long sword.

Theodoric, human male, P15 (1991-493): AC 1; MV 12; hp 80; THAC0 6; #AT 2; Dmg 1d8+4 (battle axe form of rod); SZ M; ML 18; AL LG; XP 6,000.

Items: field plate mail, shield, lance, *rod of lordly might*.

Valen Westguard, human male, P5 (1993-197): AC –1; MV 12; hp 45; THAC0 16; #AT 3/2; Dmg 1d4+1 (warhammer); SZ M; ML 15; AL LG; XP 270.

Items: warhammer, plate mail, shield.

Class Abbreviations: P (Paladin), WW (White Wizard), BW (Black Wizard).

The Pyrotechnics

Chance to Panic: 75%
General Sanity (0–5): 2

Aldarr, human male, BW13 (1991-18): AC 5; MV 12; hp 34; THAC0 16; #AT 1; Dmg 1d4 (dagger); SZ M; ML 15; AL CN; XP 4,000.

Items: dagger, assorted gems and currency from many societies, *amulet of the planes*.

Indirion, human male, BW11 (fire elemental) (1991-748): AC 2; MV 12; hp 37; THAC0 17; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML 14; AL NE; XP 2,000.

Items: quarterstaff, *wand of fire*, *ring of fire resistance*, *necklace of adaptation*.

Ireisal, human female, BW10 (1991-563): AC 10; MV 12; hp 20; THAC0 17; #AT 1; Dmg 1d10 (*wand*); SZ M; ML 13; AL CE; XP 2,000.

Items: staff, *wand of lightning*.

Koronus the Fire Mage, human male, BW6 (fire elemental) (1993-198): AC 5; MV 12; hp 19; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M; ML 14; AL N; XP 420.

Items: dagger, *ring of fire resistance*, *potion of fire breath*.

Moredlin, human male, BW6 (1993-256): AC 4; MV 12; hp 20; THAC0 19; #AT 1; Dmg 6d6 (fireball from wand); SZ M; ML 16; AL CN; XP 420.

Items: *wand of fire*, *bracers of defense AC 4*.

Norsinnow, human male, BW10 (1991-79): AC 8; MV 12; hp 38; THAC0 17; #AT 1; Dmg 1d8+6 (*ring*); SZ M; ML 11; AL LE; XP 2,000.

Items: *ring of shocking grasp*, *wand of fireballs*.

Randron, human male, BW15 (1991-115): AC 2; MV 12; hp 44; THAC0 16; #AT 1; Dmg 1d6+2 (*staff*); SZ M; ML 13; AL LE; XP 6,000.

Items: *staff of power*, 12 vials of Greek fire.

Table IX: Items Carried by NPCs on the Pyrotechnics Team

1d100	Item Carried
01-10	Alcohol (Damage: burns for 1d3 points/round for 1d6 rounds; range of fire: 10')
11-30	Greek fire (Damage: burns for 1d6 points/round for 1d4 rounds; range of fire: 20')
31-40	Lamp oil (Damage: burns for 1d3 points/round for 1d6 rounds; range of fire: 5')
41-50	Magnesium strips (causes 1d6 points/round of contact; range of effect: 0')
51-60	Nitroglycerine-soaked wood shavings and cotton (Damage: explodes for 3d4 points, then burns for an additional 1d4 points per round for 1d4 rounds; range of blast: 30' [ignore additional damage beyond 10'])
61-70	Oil (Damage: burns for 1d4 points/round for 1d4 rounds; range of fire: 15')
71-80	Smoke powder (Damage: explodes for 2d6 points; range of blast: 10')
81-89	Sodium soaked in oil and a flask of water (Damage: explodes for 2d4 points; range of blast: 30')
90-96	Reroll for item, then roll again (NPC carries one additional item).
97-00	Reroll for item, then roll twice more (NPC carries two additional items).

Advanced Dungeons & Dragons®

Adventure

Avengers in Lankhmar

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An Overview of the Adventure

Marl Kollinar, the guildmaster of the powerful Merchants' Consortium of Lankhmar, recently announced that he received a death threat from a known assassin: a violent man named Elad Edals. Apparently, Edals is coming to Lankhmar to kill Kollinar—in fact, the villain may already be in the city. Edals, supremely confident that no one can stop him from carrying out his vile mission, has even sent taunting messages to the guildmaster, warning him of his imminent demise. Someone must find Edals and stop him before he can kill Kollinar. And, of course, that's where the player characters come in.

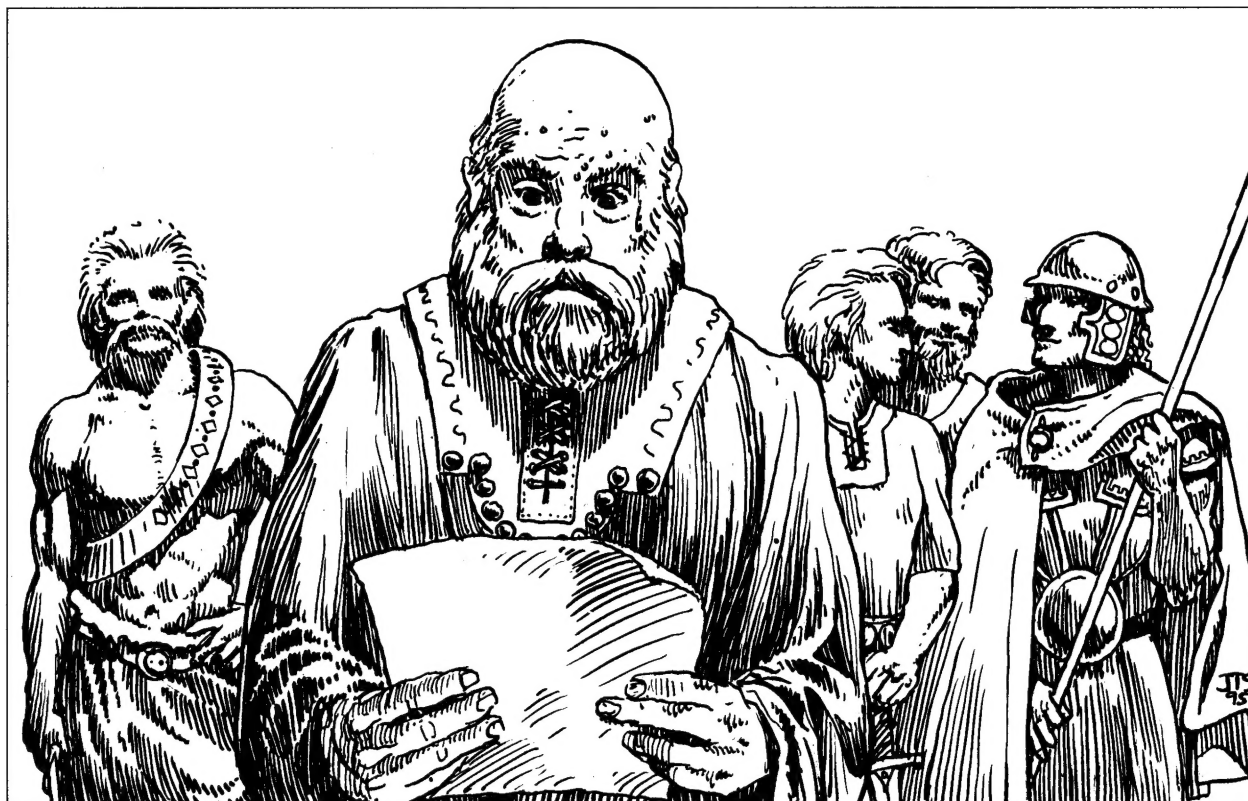
Along the way, the heroes may come into contact with several other manhunt teams hired to stop the assassin, and they may even have a few run-ins with Edals himself. Eventually, however, if they piece together the clues found throughout the city, they may be in the right place at the right time to prevent the crime.

Avengers in Lankhmar is designed to be a non-linear adventure (see "Running *Avengers in*

Lankhmar" on page 5 for more information), which means that the heroes are free to act as they please at any time. Thus, it's hard to give more than the most general overview of the adventure. Depending on what the heroes do, they may successfully stop Edals—or they may find that there's more to the situation than meets the eye.

The Tale of Elad Edals

Some years ago, a fighter/thief named Elad Edals, looking for work in Lankhmar, was hired to pull a prank—or so he thought. The undermaster of the Merchants' Consortium hired Edals to sneak into the chambers of the group's guildmaster and place a black vase and a calla lily on her nightstand. That night, Edals approached her chambers, arriving just in time to see another man stab the sleeping guildmaster—a woman named Gillian Gildeket—to death. Edals ran, but the assassin pursued him through the city, screaming "Murderer! Murderer!" before vanishing. Witnesses to the chase



who later learned of the slaying wrongly identified Edals as the assassin.

Fearing for his life, Edals fled into the nearby Forest of Hlal. For nearly a week, he hid in the forest, relying on his wits to elude a massive manhunt devoted to bringing the supposed villain to justice. He escaped the forest and fled to the eastern city of Ilthmar, but word of the murder spread through the land and Edals found himself forced to keep running just to stay alive.

Eventually, he settled in Klesh, a tropical land on the southern tip of the continent of Lankhmar. Thinking himself safe at last, he married, raised two sons, and found work training soldiers for the city militia. However, not even the jungles of Klesh could hide him from his past forever. Edals became a hunted criminal once again; his wife left him and took the children.

With his good name and his family taken from him, Edals has vowed to seek revenge on the undermaster who hired him to pull the “prank”—Marl Kollinar, a man who, not coincidentally, is the current guildmaster of the Merchants’ Consortium. Edals is certain that he was set up for the murder. Indeed, he was: Kollinar hired an assassin from the feared Slayers’ Brotherhood of Lankhmar to do the deed and frame Edals.

Edals recently sent a taunting note to Kollinar, warning that he was finally coming back to Lankhmar to reclaim his name and avenge himself in the process. Naturally, the guildmaster wants to protect himself against an attack, but he also wants to keep hidden the fact that he moved up in the ranks through murder. What’s more, the Slayers’ Brotherhood has a vested interest in stopping Edals before *their* complicity in the matter comes to light. They’ve hired several manhunt teams of mercenaries and guards to comb Lankhmar, find Edals, and kill him before he can reach Kollinar.

A Word About Slayers of Lankhmar

Many events in “The Tale of Elad Edals” appeared in the earlier adventure *Slayers of Lankhmar* (TSR product 9371). That adventure chronicled the first manhunt for Edals in the Forest of Hlal after he was framed for former

Guildmaster Gildeket’s murder.

Naturally, *Avengers in Lankhmar* can be played as a stand-alone adventure, but it also can be run as a “sequel” to *Slayers of Lankhmar*. If the Dungeon Master (DM) has never run *Slayers*, he can assume that Edals successfully fled the Forest of Hlal and made it to the jungles of Klesh, still a wanted man. On the other hand, if the DM ran *Slayers of Lankhmar* for the players and Edals was captured or killed, the DM must decide why Edals is still alive and free to trouble them anew in *Avengers in Lankhmar*.

To maintain the low-magic feel of the setting (see “What Makes LANKHMAR Different?” below), the DM should *not* have Edals resurrected from the dead. However, he can use any of the following explanations, or devise one of his own:

- If he was captured at the end of *Slayers of Lankhmar*, Edals escaped from the city guardhouse before his trial (or was set free by an accomplice).
- The man captured or killed wasn’t Edals at all. The bloodlust of the manhunt caused them to arrest and imprison (possibly even execute) an innocent man.
- Edals disguised a dead body to look like him in order to end the manhunt.

What Makes LANKHMAR™ Different?

It’s possible for the DM to run *Avengers in Lankhmar* in a different setting, but the adventure will then lose much of the flavor and appeal of the City of Thieves. In order to retain a distinct feel, the DM should note the following general differences between the LANKHMAR setting and other AD&D® game worlds.

- Lankhmar is not a city of magic. Magical items are rare and should not be treated casually; even something as simple as a *short sword* +1 might make its owner a constant target for thieves.
- Clerics and druids are known as *white wizards*. They can cast spells from all priest spheres given in the *Player’s Handbook* and, optionally, those from the *Tome of Magic*. (Note that in Lankhmar, a “priest” is simply someone who worships a deity.)

- Wizards of all kinds are known as *black wizards*. They can cast spells from all wizard schools in the *Player's Handbook* and the *Tome of Magic*.
- Because magic is not a familiar force, both white and black wizards need more time to cast their spells. All casting times are increased to the next highest time category (for example, a spell that normally takes one round to cast would take one *turn* instead). See page 7 for more details.
- Other classes and kits that normally gain spells (such as paladins, rangers, and bards) receive none in Lankhmar. However, they retain any innate magical abilities (such as a paladin's power to detect evil).

Running Avengers in Lankhmar

The DM should be familiar with the accessory *Lankhmar: City of Adventure* (TSR product 2137), which details the city and its inhabitants and explains how to run AD&D adventures in the setting. A DM without *City of Adventure* can still run *Avengers in Lankhmar*, but the setting may not feel as fleshed out to the players.

How the Adventure Works

The area of Lankhmar in which the adventure takes place (see "Using the Map," below, for more information) is divided into 160 squares called *quads*. Each quad has a letter (A–P) and a number (0–9). To identify any particular quad, just match the letter on the left side of the map with the number on the top. Each quad is approximately 150 feet across on each side.

The section called "Quad Descriptions" in Chapter II outlines what's found in each quad. As the heroes search the city for Edals, the DM should track their movement carefully, looking up the description of each quad they enter to learn what buildings, people, and events the heroes may encounter there.

In addition, *Avengers in Lankhmar* includes a chronological time line (the middle eight pages of the book) that shows what's happening during all seven days of the adventure. The DM can pull the time line out of the book so he can refer

to it more easily during the game.

The time line and quad system was designed to put the heroes in a dynamic environment. Instead of following a linear path, they can explore the city as they please, moving in any direction at any time. What's more, NPCs in the city don't sit around, wait for the heroes to show up, and then simply react. Rather, Elad Edals, the manhunt teams, and other NPCs act independently. They move from quad to quad on their own, following their own agendas. If the heroes enter a quad when another NPC is there, they may have an encounter. If the heroes don't enter the quad until much later, the NPC might no longer be around.

Of course, as the NPCs move they might leave behind problems or traps for the heroes. Elad Edals has built up quite a repertoire of tricks, traps, and snares (called *techniques*) that he tries to use to confuse, damage, or kill his pursuers. His techniques are described on pages 14–22.

Using the Map

The large map included with this adventure is designed to be cut in half, with one piece for the DM and one for the players. Both pieces feature the area of the city covered in the adventure, both divide the area into quads, and both use a color code to indicate the heights of buildings. Both also show manholes and sewer grates that might allow access to the underground sewers.

However, the DM's map has a few additional features. During the adventure, Elad Edals and the four manhunt teams move independently throughout the city; the map uses color-coded travel routes to help the DM keep track of their locations. What's more, the DM's map key has eight locations that aren't marked on the player's map: Hisvin's House (1), Gustillo's Apartment (13), Rongart's House (18), Slaarg's House (35), Jengao's House (37), Myrria's Mansion (44), Nerka's Apartment (50), and the House of Pulgh (55). These locations aren't secret; they're just private residences and don't appear on typical public maps of Lankhmar. Finally, the DM's map shows the sewer tunnels and cesspools

that run beneath the streets; the player characters can enter the sewers, but their map doesn't show where the tunnels lead.

Using the Screen

The fold-out cover of *Avengers in Lankhmar* has four panels of information to help the DM run the adventure. The front and back of one panel contains statistics for all members of the four manhunt teams; the DM should cut the panel off for easy reference. At the bottom of the panel are markers to represent the four manhunt teams, Elad Edals, and the heroes; the DM can cut the markers out and use them to keep track of each person or group on his map.

The remaining two panels—which contain encounter tables, techniques tables, statistics for generic NPCs, time and money conversions, and so on—can be used as a DM screen. All screen tables and statistics are explained in Chapter I or Chapter II.



General Tips

During the adventure, the player characters are thrust into the dangerous streets of the City of Thieves to find an opponent highly skilled at avoiding detection. But Lankhmar's a big city, and the DM should keep in mind the following tips to keep the players (and the DM) from feeling frustrated:

- As Edals, the heroes, and the manhunt teams move throughout the city, the DM needs to keep track of the location of each person or group. One way is to use the markers at the bottom of the manhunt team screen panel (or miniatures, coins, or other counters) on the DM's map.
- The DM might let the heroes try to use tracking skills to follow Edals's trail, even if those skills might normally be allowed only in wilderness settings.
- The DM may wish to let the heroes move twice as fast as Edals. After all, the would-be assassin keeps stopping to set snares and pitfalls for his pursuers.
- A handy NPC (or NPC group, such as a manhunt team) may provide the heroes with clues they otherwise missed. Even dead NPCs can provide clues; a fresh corpse could mean Edals is nearby.
- The DM can use NPCs to reinforce and foreshadow the dangers of the chase—poor folks who learned the hard way not to underestimate Edals.
- Even if the heroes enter the same quad as Edals, it doesn't automatically mean they see him. Is Edals hiding, setting a trap, or out in the open? Are the heroes actively searching every corner of the quad or just passing through? The DM must decide if the heroes spot Edals, if he spots them, or if both pass unnoticed.
- Edals may deliberately let the heroes spot and chase him in order to lead them directly into a trap.

A Dungeon Master's Reference

Whereas the Introduction gave an overview of *Avengers in Lankhmar*, this chapter provides the DM with specific information for running the adventure: how much time it takes to cast spells, how a hero's actions may affect his social standing, what other NPCs are searching for Elad Edals and why, and so on. Some of the material in this chapter (such as the descriptions of the manhunt teams or Edals's repertoire of tricks) corresponds to tables or statistics on the DM's screen.

Time and Money Conversions

As first noted under "What Makes LANKHMAR Different?" in the Introduction, the City of Thieves is a low-magic setting. Both white and black wizards need longer times to cast their spells than do their priest and wizard counterparts in the normal AD&D world. Table I on the DM's screen, "Spellcasting Conversions," shows how the times differ.

The LANKHMAR setting also has its own monetary system; the familiar copper, silver, gold, electrum, and platinum pieces are replaced with unique types of coins. Table II on the DM's screen, "Money Conversions," outlines the differences.

New Proficiencies

The hunted "criminal" Elad Edals learned two special nonweapon proficiencies during his tenure with the Lankhmart army: *foraging* and *hide in natural surroundings*. Although first introduced for use in the forest setting of *Slayers of Lankhmar*, the DM may wish to customize these two proficiencies for use in the city-based *Avengers in Lankhmar*. The DM could even make them available to player characters in a larger campaign (whether set in Lankhmar or elsewhere).

Foraging

Similar to the fishing proficiency, foraging makes it easier for a character to locate and obtain edible plants, animals, and insects. A successful proficiency check indicates that within 2d6 turns, the character finds at least

enough food to keep himself alive (a roll of 1 doubles the amount of food found). A failed check means the character found nothing edible. For every additional slot spent on the foraging proficiency, the character can find food for one additional person.

Hide in Natural Surroundings

A character with this proficiency has a better chance to hide in any familiar, natural surroundings (unfamiliar terrain imposes a -4 penalty to the check). A successful proficiency check means that each person pursuing the character must make a tracking check with a -3 penalty (or a Wisdom check with a -9 penalty) in order to spot him. Like the survival proficiency, the hide in natural surroundings skill must be applied to a specific terrain.

Table A: New Proficiencies

Proficiency	# Slots	Ability	Modifier
Foraging	1	Int	+2
Hide in natural surroundings	1	Int	-1

New Weapons

One of Elad Edals's preferred weapons is the *double-shot crossbow*, first introduced in *Slayers of Lankhmar*. Unlike the two new proficiencies, the DM doesn't have to make any modifications to the crossbow for use in a city environment. The DM eventually may wish to make this weapon available to the player characters. Note that crossbows are mechanical devices, so no Strength bonuses or penalties apply.

Two different versions of the double-shot crossbow exist: heavy and light, both of which can fire two quarrels or bolts per round. Before firing, a character must inform the DM whether he will shoot one or both quarrels. When trying to recover quarrels from missed shots, roll 1d20 to determine the percentage that can be found and used again. For example, a roll of 10 means that 10% of the quarrels are found in good enough shape to be reused.

Heavy Crossbow: If a single quarrel is fired in a round, it takes another round to reload (giving the bow an ROF of 1/2—a rate of fire of one shot every two rounds). If both quarrels are fired in a round, it takes the next two rounds to reload (giving the bow an ROF of 2/3).

Light Crossbow: If a single quarrel is fired in a round, the rest of the round is spent reloading (giving the bow an ROF of 1/1). If both quarrels are fired in a round, it takes the rest of the round and the entire next round to reload (giving the bow a ROF of 2/2).

Table B: Double-Shot Crossbow

	Heavy	Light
Cost:	75 gr	50 gr
Weight:	21	10
Size:	M	M
Type:	P (bolts)	P (bolts)
Speed Factor:	10	7
ROF:	2/3 (1/2)	1/1 (2/2)
Damage:	1d4+1/1d6+1	1d4/1d4
Range:	8/16/24	6/12/18

Social Levels

In the LANKHMAR setting, characters have social levels that indicate their place in society and the amount of respect they're likely to command from others around them. Social levels run from 0 (the lowest of slaves) to 14 (the highest of nobles). Only one person has a social level (SL) of 15—the Overlord, the man who rules the city of Lankhmar and its surrounding lands. A person's social level isn't written on his forehead for all to see, but instead is determined (rightly or wrongly) through dress, attitude, and bearing. (For more information on social levels, refer to Chapter 7 of *Lankhmar: City of Adventure*).

In *Avengers in Lankhmar*, the heroes may increase or decrease their social levels as they hunt for Elad Edals. If the characters have never adventured in Lankhmar before, the DM should set their base social levels at ⅓ of their current experience levels, rounded up, to a maximum

of 10. After that, a character's SL changes to reflect his actions. One who performs an act of bravery may enjoy a temporary boost of 2 to his current SL (until the fickle public forgets all about him); another who commits a crime may suffer a temporary penalty of -2 (until he redeems himself or the public simply forgets his transgressions). In their search for Edals, do the heroes ransack houses and intimidate innocent people (thus lowering their SL), or do they treat the citizens kindly and help solve problems (thus increasing their SL)?

Most such changes to a character's SL should be temporary. However, over time, a character may perform enough good (or bad) deeds to permanently alter his SL. In *Avengers in Lankhmar*, the DM should keep track of each hero's actions and determine when a permanent change in SL is needed. In any case, a hero shouldn't fall below SL1 (unless he becomes a slave) or above SL9 (unless he becomes landed nobility).

Table VII on the DM's screen shows the different social level rankings in Lankhmar; Table VIII lists possible modifiers to a character's SL. The DM can use each hero's SL to help shape the outcome of encounters. For example:

- When rolling on the Encounter Reactions Table, compare the SL of the hero and the NPC. If the hero's SL is higher, subtract it from the reaction roll; if the NPC's SL is higher, add it to the roll.
- If the DM doesn't want to use the Encounter Reactions Table, he can simply compare the hero's SL to the NPC's SL. If the hero's SL is higher, the NPC is likely to be friendly (possibly deferential) and helpful. If the NPC's SL is higher, he is likely to be disrespectful and may even ignore the hero.
- Every SL above 1 gives a hero a cumulative 10% chance of being ignored by city guards (so a character with SL4 has a 30% chance of being left alone).
- If a hero's appearance or behavior isn't consistent with his SL, an NPC may mistakenly believe the hero to be of a higher or lower SL and react accordingly.

Elad Edals

Human male, F13/T13: AC 3 (studded leather, Dex bonus); MV 12; hp 92; THAC0 11; #AT 2/2/1/1; Dmg 1d4+1 or 1d6+1/1d3/1d3/1d8 (bolt/dart/knife/sword); SA x5 backstab; SZ M (6' tall); ML fearless (19); AL CN; XP 5,000.

S 14, D 18, C 16, I 17, W 12, Ch 14.

Personality: Tenacious, aggressive, charming.

Social Level: 4 (equivalent of shopkeeper).

Special Equipment: blowgun (30 darts), heavy double-shot crossbow (60 bolts), knife, long sword, silk rope (100 feet), *cloak of elvenkind*, dagger +3, leather armor +1.

Thief Abilities: PP 25, OL 90, F/RT 95, MS 95, HS 95, DN 95, CW 95, RL 0.

Weapon Proficiencies: blowgun, dagger, heavy crossbow, heavy double-shot crossbow (specialization gives +2 to attacks on targets 6–60 feet away), knife, long sword.

Nonweapon Proficiencies: animal lore, blind fighting, direction sense, fishing, foraging, healing, herbalism, hide in natural surroundings (woodland), set snares, survival (mountain, woodland), swimming.

I remember that night as if it were yesterday. Marl Kollinar, the undermaster of the Merchants' Consortium, hired me to place a black vase and a calla lily on the night stand of Guildmaster Gillian Gildeket—what a name, eh? Kollinar said it was a prank. But as I was sneaking into Gildeket's house with the flower, I saw a dirty thief—surely a member of the Slayers' Brotherhood—slit the sleeping woman's throat from ear to ear. I ran, but the killer saw me and chased me like a hound through the streets, all the while yelling that *I* was the murderer!

In retribution for the murder, the Merchants' Consortium hired the Slayers' Brotherhood to bring me in dead or alive. I fled south into the Hlal forest, where I hid from pursuers for six days before buying two horses, driving hard to an eastern port city, and buying passage to Ilthmar. Unfortunately, word of my supposed deeds reached me even there, and I became a wanted man once again.

I pushed on to another city. Then another, and another. But each time I moved, the dark



rumors caught up with me before long, and each time I had to flee. Finally, I reached the jungles of Klesh, where Sheerya—the kindest woman I've ever met—took me in and tended to my wounds. I didn't tell her about my past, for fear I might lose her.

We fell in love, married, and had two sons. I took a new identity as a rancher and trainer of Klesh's soldiers, sure that I'd finally found peace. But then came the day that an assassin from the Slayers' Brotherhood tracked me to my ranch. I was forced to kill him in the presence of my family, and when I poured out the truth to Sheerya she took the children and left. I thought she just needed time, but before long she divorced me and withheld our sons from me. And now I'm a hunted man once again.

I don't blame Sheerya. I blame the Slayers' Brotherhood, and I blame Marl Kollinar, for I'm certain he set me up for the fall. And now I know that I'll never lead a normal life again. So I'm going back to Lankhmar, back to find Kollinar. He'll confess and clear my name, or he'll die. Maybe both.

Hastina Gildeket

Human female, 0-level: AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d3 (knife); SZ M (5' tall); ML elite (14); AL LN; XP 15.

S 13, D 13, C 10, I 18, W 16, Ch 16.

Personality: Stubborn, confident, long-winded.

Social Level: 12 (equivalent of landed noble).

Nonweapon Proficiencies: ancient history, appraising, etiquette, land-based riding, local history, reading/writing (Lankhmart).

The base assassin Elad Edals must be apprehended, tried, and summarily executed for his crimes. The matter is as simple as that. And my plan is the only one with a chance of stopping him. Some in our government—such as my “esteemed” opponent, Imsak Jokandor—have questioned not only my plan but also my personal interest in this case. But they have the right to question neither.

Yes, I have strong ties to the well-being of the Merchants’ Consortium; I am first to admit that I often speak for them in the halls of the city’s legislature. After all, it was my mother—former Guildmaster Gillian Gildeket—who led the organization for many years, making it a powerful guild in our fair city, one vital to the good fortunes of us all. It was my mother—with the wise counsel she gave, the respect she earned, and the good that she did for Lankhmar—that spurred me on to become a productive member of our government in my own right. And it was my mother—my poor, wronged mother—who was brutally slain by Elad Edals for no apparent reason other than his murderous whim.

I watched that first manhunt with sadness and rage, eager that the criminal should be returned to face his rightful punishment. And when he escaped, I felt a tremendous sense of frustration and loss, as the fiend seemed to slip through the fingers of the law with ease, sending even more innocents to their reward in the process. But now that he is boldly returning to Lankhmar, I refuse to stand by and watch him claim more lives, especially when his target is Marl Kollinar—a man much loved and trusted by my mother, the man who nobly stepped in to take her place as guildmaster.



I have demanded that Overlord Kistomerces take measures to assure Edals’s capture or death. My plan is simple: I want the city guards to set up an elaborate trap to lure Edals into a false state of confidence and security. Obviously, if Edals sees guards swarming about the city, he will be ready for anything we could throw at him. Worse still, he may choose to flee back into the nether regions from whence he came, denying me my chance at vengeance.

Unfortunately, the Overlord has chosen to adopt the plan of that oaf, Imsak Jokandor, a man who’s little more than a thug himself. Jokandor’s “plan” is to place manhunt teams throughout the city to ruthlessly search for Edals, in the hope of catching him before he can strike at the guildmaster. Of course, it was this exact plan that failed years ago in the Hlal Forest and allowed Edals to escape in the first place. I tried to argue against this folly in the legislature, but it was to no avail.

No matter. I plan to implement my trap with or without the legislature’s approval. And then we will see whose mind is the sharper.

Imsak Jokandor

Human male, F5: AC 5 (chain mail); MV 12; hp 47; THAC0 16; #AT 1; Dmg 1d8 (scimitar) or 1d4+1 (warhammer); SZ M (6' tall); ML steady (12); AL NG; XP 175.

S 15, D 14, C 14, I 12, W 14, Ch 15.

Personality: Patient, terse, forceful.

Social Level: 10 (equivalent of landed noble).

Special Equipment: chain mail, scimitar, warhammer.

Weapon Proficiencies: scimitar (specialization gives +1 to attack and +2 to damage in melee), warhammer.

Nonweapon Proficiencies: blind fighting, direction sense, etiquette, gaming, hunting.

I know what people say 'bout me. They look at me and just see the warrior that I was, fightin' like I did for the Overlord, hackin' and slashin' and killin'. They don't wanna think that a guy like me can try to be anything more.

Sure, I've done a lot o' fightin' in my day. But I put all that aside and worked my way up in the political circles o' the city. I was lookin' to improve conditions for adventurers like me, folks that the city calls on again and again to deal with threats to their homes and families. What's wrong with taking care of the grunts who take care of *you*? 'Course, it turned out that what it mostly took to move up in Lankhmart politics was havin' enough gold rilks to grease the right palms. A guy's got to have the backin' of the right people to get anywhere in this town, and I knew I couldn't get it no other way than by buyin' it.

Truth is, I spent over 5,000 rilks to get in office. But the spendin' didn't stop. Linin' up votes from colleagues in the legislature also costs a bundle, 'specially if they're bent on castin' their vote some other way. All I know is, it's a good thing I built up a nice little treasure-trove in my adventurin' days. 'Course, what goes around comes around, and I've made a few rilks myself by sellin' my vote here and there. I ain't sayin' I'm proud of what I've done; I'm just sayin' it's the only system that works in this town. If I wanna do good for this city, I gotta set myself up in a position where I can



make a difference. Anyone else'd do the same thing.

Anyway, my biggest problem right now is Hastina Gildeket. She don't like my plan for col-laring that fool Elad Edals when he comes marchin' into town. She thinks we oughta hold back, dance around, try to trick and trap him. But I've worked with people like Edals for most of my life. I know what he's like, how he thinks. The only thing that'll put a stop to his evil scheme is a show of force, and I bent the ear o' the Overlord enough to get my way a try.

Gildeket just cares about doin' good for the merchants of Lankhmar, the folks who already have enough cash. I'm interested in helpin' all the folks in our city, and I think she holds that against me, too. Then, o' course, there's the fact that Edals put her mother under the ground. Every time she looks me in the eye and starts rantin' and ravin', I can see that ven-geance is all she's interested in. And like I said before, I've done my time adventurin', and I know that rage and anger ain't no way to get your prey.

Mannimark

Human male, R7: AC 0 (full plate, Dex bonus); MV 12; hp 80; THAC0 14; #AT 2 (sword) or 3/2 (dagger); Dmg 1d8+2 (sword) or 1d4 (dagger); SZ M (6' tall); ML champion (15); AL LG; XP 975.

S 18/76, D 15, C 18, I 14, W 14, Ch 12.

Personality: Stalwart, honorable.

Social Level: 7 (equivalent of low-ranked noble).

Special Equipment: long sword +2, dagger (2), full plate armor.

Weapon Proficiencies: dagger, long sword (specialization gives +1 to attack and +2 to damage in melee), short bow, long bow.

Nonweapon Proficiencies: animal handling, animal lore, bowyer, gaming, hunting, mountaineering, running, tracking.

I'm one of 12 stalwarts that Fafhrd himself mustered to sail the *Sea Hawk* against the Mingols in what a Lankhmart scribe called the Rime Isle adventures. As one of Fafhrd's main lieutenants, I was pledgebound to him, not only by duty, but also by choice. He's the greatest leader I've ever worked under.

Long after those adventures, I left Fafhrd in search of a wife and my destiny, not necessarily in that order. I wandered Lankhmar and helped put down a wererat rebellion; nearly lost a wing when some fatherless rat scum sliced me with his sabre, cutting through the chinks in my armor. In thanks, the Overlord—then Radomix Kistomerces, before his son Orion took over the job—gave me a position at the Southern Barracks at twice the normal pay. After five seasons of hard work, I was promoted to Commandant, and I've been there ever since, keeping my men fit and happy. Of course, sometimes it's hard to keep a place like the City of Thieves under control.

Take this man Elad Edals, for instance. Word on the street says he's a thief like no other, and a murdering dog, on top of it. When he sent the note to Guildmaster Kollinar that he's coming to take him down, Overlord Kistomerces asked me to ready a force. I can't lead the pursuit because I'm needed here; you know the Mingols—they'll use any excuse



they can to ransack Lankhmar, and I've got to be ready. The best I can do is prepare my men for the hard times ahead—Edals is no fool, and he won't be an easy mark. He got away once, back in the Hlal Forest manhunt, and it wasn't because we were lazy. A lot of men met their maker back then trying to bring Edals to justice; I want to make sure their sacrifices weren't for naught.

Something makes me think there's more to all this than I've been told, though. See, I met Elad Edals once, back before he was wanted for killing Guildmaster Gildeket, and he seemed like an honorable sort. Oh, he killed a few scabs and scofflaws in his life, but I'd have done the same in his shoes. Edals spent a good few years in the Ilthmart army, helping out that government. I know a few grunts who toured with him there; they said he was hardworking and brave, ready to save a comrade's life by risking his own. Doesn't fit that he'd knock off one guildmaster just as bold as you please, then come back to get the next one. Something's odd for certain, but I don't know what.

The Manhunt Teams

In *Avengers in Lankhmar*, the heroes aren't the only ones looking for Elad Edals. Four different teams of guards or mercenaries also take part in the manhunt: the Children of the Snake, Club Blood, the Overlord's Elite Force, and the Pyro-technics. Some of the members of these teams were first introduced in *Slayers of Lankhmar*, and some are new to this adventure. Each team has its own personality and agenda, and each moves independently through the city quads as the plot progresses (their separate travel routes are marked on the DM's map).

A general description of each team appears below; game statistics for the members appear on the DM's screen. In Chapter II: The Hunt, the section called "Encounters With the Manhunt Teams" gives the DM ideas on how to handle run-ins between the heroes and the teams. However, two good clues are a team's *general sanity* and *chance to panic* ratings. Although not official AD&D game statistics, these categories quickly help the DM decide how the team might react in any given situation. General sanity scores range from 0 (completely insane and unpredictable) to 5 (stable and dependable). Chance to panic scores are the opposite, running from 0% (calm and clear-headed) to 100% (guaranteed to panic at the slightest provocation).

Note: The members of the manhunt teams are taken from the 1991 and 1993 AD&D collector card sets. In the statistics on the DM's screen, the card number for a character appears in parentheses after the class and level.

Children of the Snake

The Children of the Snake are little more than glorified street thugs. They were hired by the Slayers' Brotherhood to protect Guildmaster Marl Kollinar from Elad Edals. After all, the Brotherhood took part in the scheme that framed Edals and won Kollinar the leadership of the Merchants' Consortium. In return, Kollinar's done much to make life easier for the Brotherhood, and the guild of thieves doesn't want to lose its ally. What's more, the Brother-

hood wants Edals silenced before he can reveal their involvement in the setup.

Unfortunately for the Brotherhood, the Children of the Snake aren't dedicated to their task. While casually trolling the streets for Edals, they take every opportunity they can to prey on the weak and make themselves stronger. Looking for Edals is just an excuse to pillage the town.

The group got its name because its leader, a black wizard named Izz'terl, is a devout follower of a snake deity. Naturally, he forces the other members to worship the same deity. Izz'terl is a strong but cruel leader, often putting his own interests above those of the team, and the rest of the group grumble about their leader's insatiable greed.

Club Blood

Club Blood wasn't hired by anyone to go after Edals; they want to find the "assassin" merely for their own personal glory. The team is composed of "armchair mercenaries" who like to sit around and gab about the good old days when they fought bravely as soldiers or freelance adventurers. They critique military happenings throughout Nehwon, with each member dictating to the others how he or she would've handled things *differently*. Some of these ex-mercenaries have been retired for over 20 years, and they see the manhunt for Elad Edals as a way to recapture lost renown.

However, they're no longer in shape for adventuring, and their eagerness drives them to launch arrows and swing swords at anything that moves. This foolhardy zeal makes them more dangerous than comical. A gray-bearded fighter named Gerritt claims to be the leader of the team, although a woman named Cytulliar, a much more capable warrior, is the true force behind Club Blood.

Overlord's Elite Force

The Overlord's Elite Force is an officially-sanctioned manhunt team made up of some of the Overlord's best soldiers. They've been hand-picked and trained by Mannimark, Commandant

of the Southern Barracks. The group works comfortably together like a well-oiled machine, each member instinctively knowing the likely actions and reactions of the others. They're not quick to rush into battle, preferring to assess the situation carefully before deciding on the wisest course of action. Of course, if their foe is eager to fight, they'll leap into the fray with military precision.

Makenzie, the son of a nobleman and the team's youngest member, finances most of the group's operations. However, Talar Mar Thraydin has led the team since its creation and commands respect and instant compliance from the other members. The Overlord's Elite Force usually consists solely of paladins, but for this manhunt a white wizard named Kalia was added to the ranks. Some cynics whisper that her healing powers will be sorely needed when the warriors begin to fall to Edals.

The Pyrotechnics

The Pyrotechnics are a group of adventurous black wizards who focus their magical art on spells that deal with heat, flame, lightning, explosions, and the like—they have no other types of spells available. Of course, casting a *fireball* spell to kill a hissing rat might seem like overkill, but to the Pyrotechnics it's merely an effective use of the powerful magic at their command. To make matters worse, the wizards are likely to panic when confronted with difficult or unexpected situations. The Slayers' Brotherhood hopes that the Pyrotechnics might accidentally incinerate Edals (along, perhaps, with a city block or two), but for the most part this team does not find favor in the eyes of the public or the government.

Their leader, Randron, keeps a strong hand on the group, insisting that the members learn, steal and buy new pyrotechnic spells and items. Table IX on the DM's screen (below the statistics for the Pyrotechnics) can be used to determine the ordinary flammable objects carried by the team. The DM should roll twice for each wizard. The table gives the damage and range for each item; assume that each item has 1d4 uses.

Edals's Techniques

In each quad of the city, Elad Edals may choose to set up one of his special traps or obstacles—he likes to call them *techniques*—to confound, harm, or kill his pursuers. Every time Edals enters a quad, the DM has the option of letting him use a technique. The DM can either select a technique appropriate to the situation, or he can use one of the two tables found on the DM's screen to make a random choice.

To use the tables, the DM must first note whether any other manhunt teams (including the heroes) are in the same quad as Edals. If another team is present, the DM should determine the technique on Table V. If Edals is alone in the quad, the DM should determine the technique on Table VI.

No matter which table is used, the DM should follow these steps:

- Determine the type of terrain for the technique (alley, building, etc.).
- Roll 1d100.
- Look down the column of the terrain to find the number rolled. Match that number with the list of techniques to the left of the table.

Of course, the DM's free to alter this list to make the chase more or less deadly, or to add new techniques of his own. In addition, the DM can decide that some of the techniques turn out to be duds, set merely to frighten the manhunt teams without hurting them.

Technique 1

Edals hires a ten-year-old boy to offer the heroes a bootspit. The bootspit box is rigged to explode with a 5-HD *fireball* when opened. The *fireball*, however, is a special variant (created by the black wizard Hristomilo) with a conical effect radiating away from the box and away from the person opening it. The length of the conical effect is identical to the radius of effect for the normal *fireball* spell. The young boy runs away once the box explodes. If caught, he says he was hired by a stranger who gave him the box and claims ignorance of the trap.



The Pyrotechnics overreact to a few rats.

Technique 2

A trip wire is set up to tumble an extraordinarily high stack of crates onto a player character and anyone within a 10-foot radius. The crates cause 3d10 points of damage to the character and 2d10 points to those within the 10-foot range. Any victim who makes a successful Dexterity check suffers only half damage.

Technique 3

Edals, using his ability to hide in shadows, lays flat against the wall of an alley or dark street and waits for the last character in a party (or a lone individual) to walk by. When the person passes, Edals slips away from the wall and backstabs him.

Technique 4

Edals hides in the thin space between two buildings (or behind a trash heap). When the last character in a party (or a lone individual) walks by, Edals throws a loop of thin wire around his neck and pulls it tight. The victim, unable to utter a sound, must cut the wire in 1d4 rounds or pass out. Once the victim has passed out, the DM can choose to have Edals slay him or leave him unconscious, depending on how the victim treated Edals in any previous encounters.

Technique 5

On the roof of a building at least two stories high, Edals boils a cauldron of oil. When the heroes walk below him, he uses a stick to topple the bubbling oil over the edge. Any character who makes a Dexterity check can dodge the rain of oil. Any who are hit suffer damage for four rounds: 4d6 points the first round, 3d6 points the second, 2d6 points the third, and 1d6 the fourth. A successful saving throw vs. breath weapon halves the damage.

In the round after he topples the cauldron, Edals uses a broom to sweep the red hot coals down onto the characters. Any victim who was hit by the oil must make another saving throw vs. breath weapon at -2. Success indicates the coals fell harmlessly to the side; failure indicates the coals ignited the oil, doubling the damage incurred during the second, third, and fourth rounds.

Technique 6

With the help of the Carpenters' Guild, Edals rigs an abandoned building to weaken when its front door is opened; within two rounds, the building may collapse. The table below shows the building's chance to collapse and the damage caused to anyone caught inside. Any victim who suffers more than 50 points of damage must make a system shock roll to survive.

# of Stories	Chance to Collapse	Damage
1	85%	2d10
2	50%	3d10
3	35%	4d10
4	20%	5d10
5	12%	6d10
6	8%	7d10
7	5%	8d10

Technique 7

Wearing ratty clothes, Edals poses as a drunk passed out in an alley. When a character passes by, Edals slices the character's ankle with a hidden dagger (unless armor prevents the attack). If Edals succeeds with a normal attack roll, the character's movement rate is cut in half for the rest of the day. Whether successful or not, Edals slips down a manhole cover or into an open window and escapes.

Technique 8

Edals hides just inside the open window on the first floor of a building. When a victim approaches, Edals grabs the unwary person and tries to cut his throat, so the victim can't scream (consider it a backstab attempt). If the victim makes a successful bend bars roll, he breaks free of Edals's grasp before suffering any damage (in which case Edals ducks back into the window and escapes through the building).

Technique 9

Edals hides in the sewers, under a grate in the street. When a character passes over the grate, Edals fires two crossbow bolts at him and escapes into the maze of sewers.

Technique 10

Edals sets a trap on an ordinary but useful item and places it in the street for the characters to find. Anyone who moves or takes the item sets off the trap (unless he first makes a successful remove traps roll). The tables below give possible items and traps; if a roll brings an impossible result (for example, rot grubs infesting a metal chain), roll again.

1d20 Item Found

- 1 Filled and corked flask
- 2 Blood-caked dagger
- 3 Fine leather glove
- 4 Hourglass in perfect condition
- 5 Discarded backpack
- 6 Kit of thieves' tools
- 7 Right boot with a hole in the toe
- 8 Filled coin purse
- 9 Hammer and sack of nails
- 10 Diary stolen from a citizen
- 11 Telescopic spyglass
- 12 Sealed bottle of ale
- 13 Quiver with 1d4 arrows
- 14 Working lock with key
- 15 Length of light chain
- 16 Hand crossbow in fair condition
- 17 Gem-studded knife sheath
- 18 Brick of dirty wax
- 19 Small silver whistle
- 20 Partially consumed whetstone

2d8 Trap Attached to Item

- 2 *Dust of sneezing and choking* that blows into the victim's face
- 3 Small pin pricks victim's finger with type O poison (onset: 2d12 rounds; save vs. poison or paralyzed for 2d6 hours)
- 4 Item (if metal) becomes superheated, causing 1d6+2 points of damage to a bare hand (victim suffers -1 on attack and damage rolls for 1d4 days)
- 5 *Sovereign glue* permanently attaches item to victim's hand unless dispelled
- 6 Rot grubs burrow into victim's bare flesh; victim dies in 1d3 turns unless flame is applied to wound (causing 1d6 points of damage)

- 7 Small pin pricks victim's finger with type P poison (onset: 1d3 hours; save vs. poison or all ability scores and movement are halved for 1d3 days)
- 8 Greek fire ignites a diameter of 10 feet (1d6 points of damage for 1d4 rounds)
- 9 Smoke powder explodes in a diameter of 10 feet (2d6 points of damage)
- 10 *Shocking grasp* spell inflicts 1d8+6 points of damage on victim
- 11 Tightened coil of rubber snaps victim's skin, causing 1 point of damage
- 12 Acid coats victim's bare skin (causing 1d6 points of damage) or eats through gloves or armor (in 1d6 rounds)
- 13 Dust cloud blinds victim for 1d4 rounds
- 14 Sharpened spike protrudes and causes 2d4 points of damage
- 15 Contact coats victim with type N poison (onset: 1 round; 25 points damage and save vs. poison or die)
- 16 *Fireball* explodes (6d6 points of damage; save vs. spell for half)

Technique 11

Edals hires three 4th-level warriors to taunt and distract the characters; meanwhile, Edals readies a ballista. When the characters approach the warriors, the three men duck and tumble while Edals fires a bolt at one victim (THAC0 8, 2d10 points of damage). After the strike, Edals flees, leaving the warriors on their own.

Technique 12

Edals rigs a manhole cover or sewer grate to give way under heavy weight. If any character who weighs 150 pounds or more steps on the grate, it collapses and the victim falls 10+1d20 feet into the sewers, receiving 1d6 points of damage for each 10 feet fallen.

Technique 13

Edals sets a trip rope to snag the ankle of a victim, pull him into the air, and dash him against the brick wall of a building. A character who searches for traps must make a successful Wisdom check to spot the rope and a successful Dexterity check to avoid it. Otherwise, the rope snags his foot. The rope has an initiative of 7; if

the victim rolls a lower initiative, he can try to cut the rope by causing 6 or more points of damage to it in a single round. Otherwise, he is hoisted 15 feet into the air and slammed against the wall, suffering 3d4 points of damage. The victim must make a successful Constitution check to remain conscious. A failed check indicates he passes out, awakening 2d4 rounds later.

Technique 14

Edals sets a trip rope to drop a heavy, suspended crate on anyone who stumbles into or cuts the rope. The victim must make a successful Wisdom check to spot the trip rope and a successful Dexterity check to avoid it. Otherwise, he suffers 6d4 points of damage from the falling crate.

Technique 15

Edals, disguised as a cook, assists the chef in a tavern or inn to prepare food for the characters. He stuffs 2d4 rot grubs into the food, dispersing the grubs evenly throughout the meal to prevent discovery. Each bite of food has a 20% chance to contain a rot grub that burrows into the victim's body, killing him in 1d3 turns. For each bite that contains a grub, the victim has a 40% chance of noticing the grub. A full meal takes 20 bites.

Technique 16

Edals sets a trap in a window of a building, hoping to catch a character who opens or climbs through the window. Roll 1d4 and consult the table below.

d4 Window Trap

- 1 When pressure is put on window frame, the window slides down quickly, its sharpened steel edge cutting anything in the way. A character caught in the frame must make a Dexterity check at -6 to jump out of the way; otherwise, he suffers damage equal to 1d4 plus his Armor Class.
- 2 As a character climbs through the window, the glass shatters, covering him with shards. The victim suffers 1 point of damage each round until his clothes and armor are removed and shaken clean.

- 3 The victim suffers damage from contact poison on the sill (type L; 2d4 round onset; 10 points damage; save to avoid).
- 4 The character triggers a *magic mouth* that screams, "Help! Intruder! Help! Thief! Thief! Thief!" In 1d4+2 rounds, four 4th-level city guards appear on the scene.

Technique 17

Edals positions himself between two characters and fires on both in the same round with his double-shot crossbow. After firing, Edals flees before he's spotted, hoping the two characters will blame each other for the attacks. Edals prefers to use this trick when two different manhunt teams are in the same quad, as members of the same team probably won't attack each other. However, if he does fire on two members of the same team (such as the heroes), each target must make a successful Wisdom check to avoid firing on the other instinctively. On subsequent rounds, the heroes may choose their own actions.



Technique 18

Edals hires a thief to steal an item from a merchant's storefront and plant it in the pocket of one of the heroes, then create a ruckus by yelling "Thief! Thief!" The thief swears that he watched the hero steal the item, then tries to slip away as the angry merchant confronts the supposed criminal.

Technique 19

Edals hides near an intersection of streets; when the characters enter the intersection, they're subjected to a barrage of crossbow bolts. If the characters spot and chase Edals, he tries to use his ability to hide in shadows to avoid them.

Technique 20

Edals digs a small pit (one to three feet deep) in an alley and lines it with sharpened wooden spikes. He covers the spikes with a nasty salve made from excrement, then camouflages the pit with garbage and weakened wood. Each character who passes the pit must make a Dexterity check; the first character to fail the check falls into the pit, suffering 1d4 points of damage that can only be healed by a *heal* spell. In addition, the victim suffers 1 further point of damage each day until healed. When the victim has lost 25% of his hit points from the wound, his movement rate is cut in half; when he's lost 50% of his hit points, his rate is cut in half again.

Technique 21

Disguised as a cook, Edals assists the chef in a tavern or inn to prepare food for the characters. He shatters glass and spreads it through the food. Every bite a character takes has a 75% chance of containing glass shards. With each bite, the character has a 10% chance of noticing the glass before eating it. For each bite of tainted food eaten, the victim suffers 1d6 points of internal damage.

Technique 22

Edals waits on a rooftop of a tall building. When the characters pass underneath, he dumps a large container of a rancid mixture—lacerated animal intestines, grave mold, aged lard, bone marrow, and fish oil—on them. If the characters wash themselves immediately, the stench still clings to them for 1d4 hours; if they don't wash, the stench

clings for 1d4 days. While reeking, the characters attract the attention of nearby animals, cutthroats, and city guards. Furthermore, their social level ratings drop by 10 (to a minimum of 1), causing most NPCs to treat them badly.

Technique 23

Edals sets up a trip wire hooked to a standard crossbow that's been bolted to a crate. Each character who is searching for traps must make a Wisdom check to spot the trip wire and then a Dexterity check to avoid triggering it. If a character walks into the trip wire, the crossbow fires at a victim immediately *behind* the one who triggered the trap.

Technique 24

Edals sets up a loop of rope to snag the foot of a victim and fling him into a bed of spikes. Each character who searches for traps must make a Wisdom check to spot the rope and then a Dexterity check to avoid stepping on it. If any character steps on the rope, it constricts around his foot and begins to rebound. The rope has an initiative of 7; if the victim rolls a lower initiative, he can try to cut the rope by causing 6 or more points of damage to it in a single round. Otherwise, the victim is yanked off the ground and flung with great force into a bed of spikes. The victim is struck by 3d4 spikes, each of which causes 1d2+1 points of damage.

Technique 25

On the roof of a building at least two stories high, Edals heats a cauldron of fine-grade sand. As the characters walk under him, he uses a pole to topple the searing sand over the edge. Any character who makes a Dexterity check can dodge the hail of sand. Any who are hit suffer damage for three rounds: 3d6 points the first round, 2d6 points the second, and 1d6 the third. A successful saving throw vs. petrification halves the damage.

In the round after he topples the cauldron, Edals uses a broom to sweep the red hot coals down onto the characters. Each person must make another saving throw vs. petrification (with a -2 penalty if already hit by the sand). Success indicates the coals fall harmlessly to the side; failure indicates the coals hit the victim,

causing an additional 1d4 points of damage in each of the next 1d4 rounds.

Technique 26

Edals spreads two pints of Greek fire in the area. When the characters are in the midst of the oil, Edals pays a young thug to run by and drop a lit torch, igniting the oil in a 30-foot-diameter circle. Any characters caught in the fire suffer 2d6 points of damage the first round and 1d6 points in each of the next three rounds. The fire burns out after 4 rounds.

Technique 27

Edals hires several members of the opposite sex to approach the characters, flirt with them, and otherwise distract their attention. If necessary, the accomplices casually mention that they have information on the whereabouts of Edals (which should grab the heroes' attention). If the characters accompany the accomplices to an inn or tavern, the DM should roll 1d4:

d4 Occurrence

- 1 The accomplices try to get the heroes to drink ale laced with sleeping powder. If the heroes drink, they pass out within 2 rounds, awakening five hours later, stripped of all their belongings.
- 2 Six 3rd-level fighters hired by Edals attack the heroes, making it look like a simple tavern brawl.
- 3–4 The accomplices give the heroes false information on Edals, sending them to explore a dangerous part of the city.

Technique 28

Edals hires a 10th-level master thief to trouble the PCs. The DM should roll 1d8:

d8 Thief's Action

- 1 Poison their waterskins.
- 2 Lace their rations with rot grubs.
- 3 Plant a note threatening the Overlord in their packs and notify the authorities.
- 4 Plant a noble's severed finger in their packs and notify the authorities.
- 5 Replace a magical weapon with a mundane duplicate.

- 6 Cut belt loops, pack straps, and waistcords so they break, forcing the character to discard items or carry them in his hands.
- 7 Steal spell components or add talc to components so spells go awry.
- 8 Spray acid on their clothing and armor. Clothes disintegrate within 2d4 turns. Armor loses one AC level (starting with magical levels) every 2d4 turns.

Technique 29

Edals sets up a loop of rope to snag the foot of a victim and fling him through the air. Each character who searches for traps must make a Wisdom check to spot the rope and then a Dexterity check to avoid stepping on it. If any character steps on the rope, it constricts around his foot and begins to rebound. The rope has an initiative of 7; if the victim rolls a lower initiative, he may try to cut the rope by causing 6 or more points of damage to it in a single round. Otherwise, the victim is yanked off the ground and flung 10d8 feet straight up into the air (the knot on the rope loosens and the rope falls away as the character shoots upward). As the victim falls back to the ground, he suffers 1d6 points of damage for every 10 feet fallen.

Technique 30

Edals booby traps a magical item he stole from a powerful black wizard and sets it on the street for the characters to find. The DM should roll 1d20 and consult the following table to determine the item found. To determine the trap, use the same trap table given in technique 10 (on page 17).

d20 Item Found

- 1 *Robe of powerlessness.*
- 2 *Long bow +1.*
- 3 *Bag of devouring.*
- 4 *Battle axe +1.*
- 5 *Elixir of youth.*
- 6 *Two darts +1.*
- 7 *Halberd +1.*
- 8 *Ring of feather falling (1d4 charges)*
- 9 *Halberd +1/–4 vs. neutral creatures.*
- 10 *Potion of climbing.*
- 11 *Armor of missile attraction +1.*
- 12 *Sword +1.*
- 13 *Crystal hypnosis ball.*

- 14 *Scroll of priest spells* (2 spells of 1d4 levels).
- 15 *Dagger +1*.
- 16 *Flask of curses*.
- 17 *Oil of fumbling*.
- 18 *Scarab versus golems*.
- 19 *Book of Vile Darkness*.
- 20 *Wand of secret door and trap location* (2 charges).

Technique 31

Disguised as a barkeep, Edals helps the ale-smith in a tavern or inn prepare drinks for the characters, lacing the drinks with a slow-acting acid. When a character lifts a glass, he has a 10% chance of noticing the acid before drinking the tainted ale. Otherwise, he suffers 1d6 points of internal damage for each glassful.

Technique 32

If Edals is being chased at night or through a darkened alley, he drops poisoned caltrops behind him. Each pursuing character must roll a Dexterity check. If the check succeeds, the character avoids the caltrops. If the check fails, the character steps on 1d2 caltrops. The victim suffers only 1 point of damage from each caltrop, but he also suffers damage from the poison. The DM should roll 1d8 and consult the table below to determine the poison's effect.

d8 Poison Type and Effect

- 1 Type A; 10d3-round onset; 15 points of damage (save for no damage).
- 2 Type B; 2d6-round onset; 20 points of damage (save for 1d3 points of damage).
- 3 Type C; 1d4+1-round onset; 25 points of damage (save for 2d4 points of damage).
- 4 Type D; 1d2-round onset; 30 points of damage (save for 2d6 points of damage).
- 5 Type K; 2d4-round onset; 5 points of damage (save for no damage).
- 6 Type L; 2d4-round onset; 10 points of damage (save for no damage).
- 7 Type M; 1d4-round onset; 20 points of damage (save for 5 points of damage).
- 8 Type P; 1d3-hour onset; ability scores and movement are halved for 1d3 days; the victim can't be healed before then unless the poison is neutralized.



Edals readies the boiling oil.

Technique 33

Edals sets a trap on the front door of a building. The DM should roll 1d6 and consult the following table:

d6 Door Trap Type

- 1 When opened, a rope trigger fires a ballista bolt at the opener (THAC0 8, 2d10 points of damage).
- 2 When opened, door breaks loose and falls on opener, causing 1d3 points of damage.
- 3 When opened, a bucket of slop and animal innards propped on the doorjamb spills onto the opener.
- 4 Any character who enters and fails a Dexterity check falls into a camouflaged pit (1d3 points of damage).
- 5 Type K poison on handle; 2d4 round onset; 5 points of damage (save for no damage).
- 6 When opened, a *magic mouth* screams, "Help! Intruder! Thief!" In 1d4+2 rounds, four 4th-level city guards arrive.

Technique 34

Edals hires a man of similar build and appearance to switch clothing, pretend to be Edals, and allow the heroes to bump into him on a crowded street. If the heroes attack or arrest him, the man protests his innocence and shouts for help from passersby. Eventually, city guards arrive, agree that the man is not Edals, and let him go. Edals hopes to shake the heroes' confidence in their ability to spot him.

Technique 35

Edals rigs part of an upper floor of a building to break under the weight of a character. Unless the victim or an ally has a grappling hook and rope in hand, he falls through to the next floor, landing on a carefully-positioned wand, rod, or staff. The falling victim breaks the magical stick in two and suffers the damage shown on the table below (a successful save vs. rod, staff, or wand halves the damage).

d100 Item Type, Damage, and Effect Radius

- 01-14 *Staff of Rohalan*, 6d6 points, 1 ft.
15-29 *Staff of the serpent*, 4d8 points, 1 ft.

- 30-43 *Wand of fire*, 8d6 points, 150 ft.
44-57 *Wand of fireballs*, 10d6 points, 100 ft.
58-71 *Staff of power*, 12d6 points, 200 ft.
72-86 *Staff of curing*, 4d6 points, 100 ft.
87-00 *Rod of lordly might*, 6d8 points, 1 ft.

Technique 36

In order to confuse and mislead his trackers, Edals doubles back on his trail. When he gets near a multistory building, he throws a rope to a high window ledge, balcony, or gargoyle and climbs up through an open window on an upper floor. He hides out in the building for 1d6 turns. If anyone is in the room he enters, Edals buys their silence with a bag of gold rilks.

Technique 37

Edals hires a 12th-level master thief to steal an important object from the characters (not necessarily an item worth a lot of money). For example, the thief tries to steal a character's only weapon or last 10 gold rilks, rather than a jeweled bracelet worth 1,000 gr.

Technique 38

Edals allows the characters to spot him in a crowded marketplace. If they give chase, he runs through the crowds, knocking over citizens, upsetting carts and tent stands, and freeing livestock to slow pursuit.

If the marketplace specializes in magical items, the characters might have to dodge not just collapsing stands but also exploding fruits, clouds of poison from broken globes, etc. The DM's free to block the heroes' progress with any unusual hazards desired.

Techniques 39

Edals hires a black wizard to create a magical *love potion*, which he then sells to a woman in a marketplace (telling her it's a special ale). When the woman spots one of the male heroes, she falls in love with him and follows the group around from quad to quad to win the heart of her one true love. The DM should have the woman interfere with the heroes' plans at inopportune moments. The potion's effects last for 12 hours.

The Hunt

This chapter outlines the events of *Avengers in Lankhmar* and provides information on the various encounters the heroes may have while searching the city for Elad Edals.

First, the DM should review the material given below in “Generic Encounters in Lankhmar” and “Encounters with the Manhunt Teams” to learn how the heroes may interact with NPCs during the adventure. Next, the DM can start the game with one of the four alternate beginnings in “Getting the Heroes Involved.”

Once the adventure is underway, the DM needs to keep track of where the heroes go and when they get there. Use the DM’s map to determine when the heroes enter a new quad; keep track of the game time to determine what happens in the quad while they’re there. In this adventure, hours and minutes are expressed in military time to eliminate any confusion between A.M. and P.M. (so 1 P.M. is 13:00, 2 P.M. is 14:00, 11:59 P.M. is 23:59, and midnight is 00:00). For an overall look at the order of events throughout the entire adventure, the DM can pull out the eight-page time line in the middle of this booklet and set it aside for easy reference.

As the heroes search for Edals, they’ll have encounters and unearth clues to point them in the right direction. At 17:30 on the seventh day of the adventure, Edals attempts to assassinate Guildmaster Marl Kollinar as his entourage moves through quad B2. Once the game time reaches 17:30 on that day, the DM should proceed to “The Assassination Attempt” (pg. 52).

Generic Encounters in Lankhmar

The manhunt teams aren’t the only NPCs in Lankhmar; the city is a crowded place. As the heroes move through the streets and buildings in search of Edals, the DM can choose to stage encounters with other NPCs who are simply going about their everyday lives. Some may try to help the heroes, some may try to harm them, and some may remain indifferent. The DM can make up these encounters or use the tables and statistics on the screen for help.

Individual NPCs

Whenever the DM decides the heroes encounter an individual NPC, he can roll 1d100 and consult Table III, “City Encounters,” on the DM’s screen. That table gives nine possible encounter types: fighter, thief, wizard (white or black), priest, noble, assassin/spy, courtesan/dancer, guard, or other. The DM’s screen also features standard statistics for each type of NPC.

However, the DM’s free to spice up the encounters as needed. Instead of just saying, “A fighter bumps into you,” the DM can adapt the specifics of the encounter to the heroes’ current situation (which quad they’re in, what’s just happened to them, the time of day, etc.). The accessory *Lankhmar: City of Adventure* contains nine optional subtables (on pages 125–129) to help the DM with added details. For example, if the die roll calls for the heroes to encounter a thief, the DM can then roll again on *Subtable II: Thief* to get a more specific encounter.

Crowds of NPCs

Whenever the DM decides the heroes encounter a crowd of NPCs, he can roll 1d100 and consult Table IV, “Crowd Encounters,” on the DM’s screen. The table shows the makeup of the crowd: how many NPCs are 0-level, how many are 1st-level, and so on. For example, suppose the d100 roll is 68. According to the table, 94% of the crowd is 0-level, 4% of the crowd is 1st-level, and 2% of the crowd is 2nd-level. All the DM has to do is decide how big the crowd is.

Note that more than half the time (on a d100 roll of 01–55), a crowd will consist entirely of 0-level NPCs—assorted merchants, guildmembers, tourists, commoners, beggars, and so on.

Rats and Wererats

Whenever the heroes are near a manhole cover or sewer grate—or, indeed, any run-down area of the city—they may be attacked by rats. However, if the characters decide to descend into the sewers beneath the city streets; they may run into the wererats that make their homes in the dank tunnels. The DM’s screen provides standard statistics

for both normal rats and wererats.

This doesn't mean that the DM should dump buckets of rats on the hapless heroes; on the contrary, encounters with rats (of either kind) shouldn't be too common during this adventure. After all, with the manhunt teams constantly patrolling the streets looking for Edals, the rats are likely to stay out of sight. Unless the description of a particular quad states that rats or wererats attack, the DM should use the following guidelines:

Normal rats: For each round that the heroes linger near an alley, a run-down area, or an opening into the sewers, they have a 20% chance of being attacked by 1d4 rats. For each round that the heroes travel in the underground sewers, they have a 50% chance of being attacked by 2d6 rats.

Wererats: The wererats are more intelligent than their normal cousins and won't often confront formidable opponents. While above ground, the heroes will not have any encoun-

ters with wererats. For each round spent traveling in the sewers, the heroes have a 20% chance of meeting a band of 3d6 wererats. The DM must assess the situation to determine if the wererats attack, defend themselves, or simply flee into the deep darkness of the tunnels.

Encounters With the Manhunt Teams

The DM's map shows the paths of the four manhunt teams searching for Edals: the Children of the Snake, Club Blood, the Overlord's Elite Force, and the Pyrotechnics. As the heroes move from quad to quad and time passes, the DM needs to keep track of where each manhunt team is, as well. Whenever the heroes and a manhunt team are in the same quad at the same time, the two groups might have an encounter. The DM should use the following outlines to judge how a particular encounter takes place. (For more information about each team, refer to pages 13-14 in Chapter I.)



Rats in the sewers.

The Children of the Snake

These street thugs like to prey on the weak and helpless; they prefer to lay low until the odds favor their success.

First encounter: When first running into the heroes, the Children of the Snake will try to trick the party by offering friendship and alliance (perhaps agreeing to meet again at a specified time and place to share information).

Second encounter: If the heroes forged an alliance with the team during the first encounter, the thugs now try to exploit that trust by framing the heroes for a crime (most likely one the Children of the Snake committed). If the heroes were hostile to the team during the first encounter, the thugs simply try to ambush the heroes and wound or kill them.

Third encounter: If the Children of the Snake successfully framed the heroes, the thugs try the same trick again; if the frame was not successful, the thugs simply try to wound or kill the characters. If the second encounter was simply an ambush rather than a frame job, the third encounter will be another attack (a bold, brash attack if the Children of the Snake won the first battle, and a cowardly sneak attack if the thugs lost that battle).

Club Blood

This team consists of careless ex-mercenaries who hope to recapture their former glory by bringing Edals down; unfortunately, they're no longer in good fighting shape.

First encounter: When first running into the heroes, the members of Club Blood pompously warn the party to stay out of the way, crowing that it takes "real warriors" to bring down a man like Edals. The heroes are seen as little more than an annoyance.

Second encounter: This time, Club Blood tries to force the heroes to drop out of the manhunt, attacking the characters if necessary. Of course,

if a fight broke out during the first encounter, Club Blood now attacks the heroes with renewed fury and vigor. However, the ex-mercenaries don't want to kill the heroes, but just "teach them a lesson."

Third encounter: If the heroes take pains to make Club Blood think they've quit the manhunt, the ex-mercenaries continue to treat the party arrogantly but otherwise ignore them. On the other hand, if the heroes refuse to back down, Club Blood is determined to beat the group into submission.

The Overlord's Elite Force

This crack squad's members consider themselves to have the best chance of finding Edals, and they don't want to see other, less experienced groups get hurt. Even if the heroes were asked to join the search by Mannimark, the Elite Force would rather not have them around.

First encounter: When first running into the heroes, the Elite Force questions them for all they know about the hunt and about Edals himself. The team politely asks the heroes to stay out of the chase for their own safety.

Second encounter: The second time the Elite Force catches the heroes searching for Edals, their warning gets tougher, and they threaten the characters with jail time unless the party stops interfering with an official investigation. If the heroes have previously shown hostile resistance, this time the Elite Force doesn't even bother with a warning—they try to arrest the heroes and take them to the Guard Barracks (location 31) for questioning, assigning a spy to secretly follow them once they're set free.

Third encounter: By this time, the Elite Force wants the heroes off the streets, one way or another. If the heroes have been polite and compliant to this point, the Force simply tries to confiscate the party's weapons. If the heroes have been somewhat resistant, the Force tries to arrest the party. And if the heroes have been openly hostile, the Force tries to kill or deport the party.

The Pyrotechnics

This team is made up of a handful of jumpy black wizards who specialize in fire-based magic and tend to overreact in any tense situations.

First encounter: When first running into the heroes, the Pyrotechnics honestly see them as welcome allies in the search. The wizards offer to share information with the party (or even to meet again at a specified time and place to exchange facts).

Second encounter: If the heroes acted in friendship during the first encounter, the Pyrotechnics now offer to travel *with* the party. If the heroes were hostile during the first encounter, the Pyrotechnics are now frightened of the party and attack with full force at the slightest provocation.

Third encounter: If the heroes allowed the Pyrotechnics to travel with them, the wizards' twitchy nerves cause a host of problems (setting things on fire, blowing them up, and so on). If the heroes refused to let the Pyrotechnics join their group, the wizards now treat the heroes cautiously, but with respect. And finally, if the heroes won a previous battle with the Pyrotechnics, the frightened wizards now flee at the sight of the party.

Getting the Heroes Involved

Avengers in Lankhmar can be started a number of different ways. The DM can choose one of the four openings detailed below or introduce the plot in some other manner. For example, if the heroes were involved in the first manhunt for Edals in *Slayers of Lankhmar*, they may be called back to guard against the villain's return.

The Adventurers' Return

As the heroes pass through the gates leading into the city, the gate guards recognize the one with the highest social level. They ask the party to visit Commandant Mannimark at the Guard Barracks on Cash Street (location 31 on the map), hinting that the city needs able-bodied

adventurers for a coming threat.

If the heroes refuse, the city guards don't force them to go, but the display of cowardice lowers each hero's social level by 3 for the rest of the adventure (word spreads fast through the city).

If the heroes go to see Mannimark, he welcomes them warmly and appraises them of the situation.

"Elad Edals, the man who slew Gillian Gildeket, former guildmaster of the Merchants' Consortium, is coming back to our good city to kill again. This time his target is Marl Kollinar, the man who took over as guildmaster after Gildeket died. I don't know what Edals has against the Merchants' Consortium, but we need stout-hearted heroes like yourselves to keep the city safe from the assassin. Why, the devil's so confident that he even sent along a mocking note to Guildmaster Kollinar."

At this point, Mannimark takes out the note and shows it to the heroes.

Commandant Mannimark reads the note to you. "It says 'I have grown weary of the lies spread about my guilt in the murder of former Guildmaster Gillian Gildeket. I am returning to Lankhmar to prove my innocence or kill the man responsible for my situation: Guildmaster Marl Kollinar. My life has become little more than fighting off one bounty hunter after another, and I no longer want to defend myself for something I didn't do.'"

If questioned, Mannimark admits that the note makes it sound as though Edals were innocent of Gildeket's murder. However, all of the information Mannimark has been given lays the blame on Edals; besides, the Commandant points out that Edals *did* flee the scene of the crime and has now boasted of his intent to commit another.

If the heroes agree to join the manhunt, Man-

nimark gives them a map of the area of Lankhmar they're responsible for searching (the player's map). He remarks that other teams are searching the rest of the city (the parts *not* on the player's map) and notes that the heroes may bump into an official search team, the Overlord's Elite Force. Mannimark further hints that *other*, less official teams are likely to be searching the same area, and warns the heroes to be careful around any such groups.

If the heroes seem reluctant to join the manhunt so soon after returning from their own adventure, Mannimark spurs them on:

"Imagine the reaction from the citizens when they learn you've just returned to the city battlefagged and joined the ranks of the manhunt anyway. There's a reward out for Edals, and with that kind of courage you could expect a bonus to the pile!"

The back cover of *Avengers in Lankhmar* features a wanted poster announcing the hunt for Edals and promising a reward; the heroes can each expect a bonus of 20% for joining the manhunt. However, if they take time to recover and heal their wounds before joining the hunt, they lose the bonus and each hero loses 2 ranks in social level.

On the other hand, if the heroes refuse to join the hunt at all—a great insult to Commandant Mannimark—each character's social level drops to 1 and the party is treated badly throughout the city. The DM can prod the heroes back into the hunt by demonstrating that the citizens of Lankhmar don't appreciate cowards, showing that the only way for the party to redeem itself is by joining the search after all.

Posted Note

While in Lankhmar, the characters observe a city guard nailing a wanted poster to a storefront in a busy intersection. (The poster appears on the back cover of this booklet; the DM should show it to the players.) A old sage hobbles up to the group, reads the poster, and begins to cackle.

"This must be a joke," the man laughs, though his voice seems tinged more with disbelief than with humor. "I don't know anyone crazy enough to risk their lives chasing after *that* madman."

If the heroes ask about Edals, the sage can tell them the information known to the public: how Edals "killed" former Guildmaster Gildeket, eluded an intensive manhunt, and is now returning to claim another target.

If the characters announce their intent to find the murderer, the sage shouts the good news in the crowded street, eliciting a round of cheers from passersby. Each hero's social level increases by 1 (unless a level is already at 10, in which case it stays at 10). The heroes are advised to visit Commandant Mannimark at the Guard Barracks on Cash Street. There, Mannimark explains the situation and reads them the threatening note (see "The Adventurers' Return," on page 26, for more information).

Guilded Task

If one of the characters is a member of a guild in Lankhmar, he and his party are hired by the guildmaster to find Edals. The guildmaster, however, hires the group for only half the amount stated on the wanted poster on the back cover of this booklet. (The guildmaster intends to use the other half to buy votes in the city legislature.) If the hero refuses to accept the guildmaster's charge, he's expelled from the guild and loses 5 ranks in social level (to a minimum SL of 1).

Depending on which guilds are represented among the party, the DM can have some fun with this opening. Perhaps a hero is a member of the Merchants' Consortium, in which case Guildmaster Marl Kollinar hires the group to protect him by killing Edals. Of course, Kollinar's not going to tell the heroes the truth of the situation, but if the DM role-plays Kollinar as a pompous coward who seems a little *too* bent on seeing Edals dead, the heroes might get the idea that something's up. Similarly, if any heroes belong to the Slayers' Brotherhood—who also

want Edals dead before he exposes their involvement in the frame job—the group’s likely to be told to bring Edals down, no questions asked. In either case, the heroes may wonder *why* it’s so important that Edals be killed instead of just captured.

As before, once the heroes agree to join the hunt, they’re advised to visit Commandant Mannimark in the Guard Barracks for more information about the situation. The DM should make sure the players get Mannimark’s information from “The Adventurers’ Return.”

Note that if the heroes volunteer to stick close to Guildmaster Kollinar and protect him at all times, he declines the offer. Kollinar prefers to place his trust in his own trained bodyguards.

Kicking and Screaming

Occasionally, even the best DM can’t get players to take part in an adventure. If the heroes refuse to join the search for Edals, the DM can try to pull them in by making it more personal.

Edals, busily looking for allies and setting up traps for his pursuers, runs across the heroes somewhere in the city and assumes they’re one of the groups out to get him. He taunts or attacks them and leads them into one or two of his techniques (see page 14) in order to weaken the heroes. Afterward, a passerby comments that the heroes were lucky to escape with their lives and shows them a wanted poster (the back cover of this booklet). The thought of revenge and reward might be enough to capture the group’s attention.

If the party still won’t get involved, the DM can have Edals follow them to the inn where they’re staying, break into their room at night, and steal a few precious items—after all, the heroes are likely to be carrying a few magical objects, and Edals figures he could make better use of such prizes. However, as he’s leaving through the window, Edals accidentally breaks some glass or trips over a character’s boot. The heroes wake up just in time to see Edals jumping out of the window.

Once the heroes get involved, they’re directed to visit Commandant Mannimark at

the Guard Barracks for a full rundown on the situation. The DM should give the players Mannimark’s information from “The Adventurers’ Return.”

Quad Descriptions

The DM should read the Introduction to *Avengers in Lankhmar*, especially “How the Adventure Works” and “Using the Map,” in order to understand how to use the quad descriptions on the following pages. To summarize that information, both the DM’s map and the player’s map are divided into city quads, labeled A0 through P9. The DM should keep track of game time as the heroes move through the city, referring to the following descriptions to see what happens (and when) in each quad.

Each quad description is split into three parts. First, a few lines of normal text give a general look at what’s in the quad. The DM can read this aloud to the players, expanding upon it as needed. All buildings are color-coded on the map to indicate their height.

Often following the player information is *italicized* text labeled “DM.” This material is for the DM’s eyes only and shouldn’t be read to the players right away. However, if the heroes search carefully or talk to the right NPCs, they might learn the secret information.

Finally, a section labeled “Conditionals” lists all important happenings in the quad during the seven days of the adventure. The DM should note the game time when the heroes enter the quad and check the list of Conditionals to see what might be happening there. If the heroes enter a quad after an event takes place, they can still hear about it from other NPCs.

The list of Conditionals also charts the movement of each manhunt team, using the following abbreviations: CotS (Children of the Snake), CB (Club Blood), OEF (Overlord’s Elite Force), and TP (the Pyrotechnics).

Finally, as Elad Edals moves through the quads, the DM can have him set up traps (his techniques) for unwary pursuers. Refer to “Edals’s Techniques,” pages 14–22, for more information.

Time Line of Events

How to Use the Time Line

The DM can pull this eight-page time line out of the middle of the booklet and set it aside for easy reference (to avoid flipping pages back and forth during game play). The time line lists the major events of all seven days of the adventure in chronological order. The quad descriptions on pages 29–51 list these same events, but organize them according to where they took place, not when they happened.

As the heroes make their way through the quads looking for Edals, the DM should use the time line as a general guide to the events of the day. Depending on where the heroes are and what they do, they may or may not witness many of the time line's events. But even if the heroes miss an important event, they can still hear about it from an NPC who was in the quad at the right time. The NPCs can even talk about the actions of the heroes, making the players feel like their characters are having a real influence on the city around them.

In order for the time line system to work, the DM obviously has to keep track of how quickly time is passing in the game. The group's base movement rate determines how fast they can move from quad to quad, but what do they do in each quad? Do they spend time arguing or snooping around? The DM must estimate how much time the heroes' actions take and keep the adventure "on schedule"—after all, many events are going to take place at certain times whether the heroes are ready or not!

A few tips for the DM:

- It may be helpful to use a ruler (or any straight edge) to keep your place in the time line as the game progresses.
- Remember that a normal game turn takes 10 minutes and a normal round of combat takes one minute.
- Note that the hours and minutes are expressed in military time. Thus, 1 P.M. is 13:00, 2 P.M. is 14:00, 11 P.M. is 23:00, and midnight is 00:00.

Day 1

03:00	CB is in quad P5
04:00	Imsak Jokandor kicks off his plan to capture and kill Edals by launching OEF on its patrol in quad P3.
04:15	OEF is in quad P4
04:30	OEF is in quad O4 CB is in quad P6
04:40	OEF is in quad O3
04:50	OEF is in quad P3
05:00	OEF is in quad P2
05:30	OEF is in quad P1 CB is in quad P5
06:00	OEF is in quad O1
06:15	OEF is in quad O0
06:30	OEF is in quad N0 CB is in quad O5
06:45	OEF is in quad N1
07:00	OEF is in quad M1
07:30	OEF is in quad M0 CB is in quad O4
07:45	OEF is in quad L0
08:30	CB is in quad N4
09:00	OEF is in quad J0
09:30	OEF is in quad I0 CB is in quad N5
10:00	OEF is in quad H0
10:30	OEF is in quad I0 CB is in quad O5
10:45	OEF is in quad I1
11:00	OEF is in quad I2 Hastina Gildeket has her workers set a trap to capture Edals in quad D3.
11:15	CB accidentally kill the undermaster of the Jewelers' Guild and his family (quad O5).
11:30	OEF is in quad J2 CB is in quad N5
11:45	A member of the Beggars' Guild finds and robs the bodies of the Jewelers' Guild undermaster and his family.
12:00	OEF is in quad K2
12:15	OEF is in quad K1
12:30	OEF is in quad L1 CB is in quad N6
13:00	OEF is in quad M1
13:30	OEF is in quad M2 CB is in quad M6

14:00 OEF is in quad M3
CotS is in quad P1

14:30 OEF is in quad M4
CB is in quad M5

15:00 OEF is in quad M5
CotS is in quad P0
A grocer in quad J4 is robbed by three masked thieves; he refuses to cooperate and is seriously wounded.

15:30 OEF is in quad L5
CB is in quad M4

15:45 OEF is in quad L6

16:00 OEF is in quad K6
CotS is in quad O0

16:30 OEF is in quad J6
CB is in quad L4

16:45 OEF is in quad I6

17:00 OEF is in quad I7
CotS exit quad O0

17:30 OEF is in quad I8
CB is in quad K4

18:00 OEF is in quad J8
Elad Edals is in quad P6
CotS is in quad O0

18:30 OEF is in quad K8
CB is in quad J4

19:00 OEF is in quad L8
Elad Edals is in quad P7
CotS is in quad N0

19:00 OEF is in quad L7

19:30 OEF is in quad M7
CB is in quad I4

19:45 OEF is in quad M8

20:00 OEF is in quad M9
CotS exit quad N0

20:30 CB is in quad H4
Elad Edals is in quad P8

21:00 CotS is in quad MO

21:30 CB is in quad G4
Looters pick through the rubble of a blaze in quad E2, finding whatever valuables survived the fire.

22:00 Elad Edals is in quad P9
CotS is in quad L0

22:30 CB is in quad G5

23:00 Elad Edals is in quad O9
CotS is in quad L1

Day 2

00:00 Elad Edals is in quad N9

01:30 Elad Edals is in quad M9

03:00 Elad Edals is in quad M8

04:30 Elad Edals is in quad N8

05:00 OEF is in quad P3

05:15 OEF is in quad P4

05:30 OEF is in quad O4

05:40 OEF is in quad O3

05:50 OEF is in quad P3

06:00 OEF is in quad P2

06:30 OEF is in quad P1

07:00 OEF is in quad O1

07:15 OEF is in quad O0

07:30 OEF is in quad N0
CB is in quad G6

07:45 OEF is in quad N1

08:00 OEF is in quad M1

08:30 OEF is in quad M0
CB is in quad F6

08:45 OEF is in quad L0

09:00 TP is in quad P9
The Lankhmar legislature meeting begins with an argument between Imsak Jokandor and Hastina Gildeket over whose plan will capture Edals. The argument almost results in fisticuffs.

09:30 CB is in quad F7

10:00 OEF is in quad J0
TP is in quad O9

10:30 OEF is in quad I0
CB is in quad E7

11:00 OEF is in quad H0
TP is in quad N9

11:30 OEF is in quad I0
CB is in quad E6

11:45 OEF is in quad I1

12:00 OEF is in quad I2

12:30 OEF is in quad J2
TP is in quad N8

13:00 OEF is in quad K2
CB is in quad D6

13:15 OEF is in quad K1

13:30 OEF is in quad L1
TP is in quad M8
CotS is in quad K1

14:00 OEF is in quad M1

CB is in quad D5
The house at the NW corner of Shady Street and Cheap Street in quad O8 suddenly blows up. TP are blamed for the act.

14:30 OEF is in quad M2
TP is in quad L8
CotS is in quad K0

15:00 OEF is in quad M3
CB is in quad C5

15:30 OEF is in quad M4
TP is in quad L9
CotS is in quad J1

16:00 OEF is in quad M5
CB is in quad C4
Imsak and Hastina, once again, argue. This time they bicker over the use of adventuring tax. Hastina wants to use it to provide the city with more guards (to protect the city from the adventuring element), while Imsak wants to use it to spruce up the city's parks and improve the sewer system.

16:30 OEF is in quad L5
Elad Edals is in quad N7
CotS is in quad K1

16:45 OEF is in quad L6

17:00 OEF is in quad K6
TP is in quad L8

17:30 OEF is in quad J6
CB is in quad C5
CotS is in quad J1

17:45 OEF is in quad I6

18:00 OEF is in quad I7
TP is in quad K8
Elad Edals is in quad N6

18:30 OEF is in quad I8
CB is in quad B5, taunting worshipers gathered there for a pilgrimage.
CotS is in quad I1

19:00 OEF is in quad J8
TP is in quad J8

19:30 OEF is in quad K8
CB is in quad C5
Elad Edals is in quad O6
CotS is in quad I2

20:00 OEF is in quad L8
TP is in quad I8

20:15 OEF is in quad L7

20:30 OEF is in quad M7

CB is in quad C6
CotS is in quad H2

20:45 OEF is in quad M8

21:00 OEF is in quad M9
TP is in quad H8
Elad Edals is in quad O5

21:30 CB is in quad C7
CotS is in quad H1

22:30 CB is in quad B7. They enter the home of an alchemist, hoping to find the recipe to an addictive potion. They don't find it; instead, they kill the alchemist.
CotS is in quad G1

23:00 Elad Edals is in quad N5

23:30 CB is in quad B8
CotS is in quad G0

Day 3

00:00 Elad Edals is in quad M5

00:30 CB is in quad A8

01:30 Elad Edals is in quad M6

03:30 Elad Edals is in quad L6

05:00 Elad Edals is in quad L5

06:00 OEF is in quad P3

06:15 OEF is in quad P4

06:30 OEF is in quad O4
Elad Edals is in quad K5

06:40 OEF is in quad O3

06:50 OEF is in quad P3

07:00 OEF is in quad P2

07:30 OEF is in quad P1

08:00 OEF is in quad O1

08:15 OEF is in quad O0

08:30 OEF is in quad N0

08:45 OEF is in quad N1

09:00 OEF is in quad M1

09:30 OEF is in quad M0

09:45 OEF is in quad L0

10:00 OEF exits quad L0

10:30 TP is in quad G8

11:00 OEF is in quad J0

11:30 OEF is in quad I0

12:00 OEF is in quad H0
TP is in quad G7

12:30 OEF is in quad I0

12:45 OEF is in quad I1

13:00 OEF is in quad I2

CotS is in quad F0
 13:30 OEF is in quad J2
 14:00 OEF is in quad K2
 TP is in quad G8
 CotS is in quad E0
 14:15 OEF is in quad K1
 14:30 OEF is in quad L1
 15:00 OEF is in quad M1
 TP is in quad G7
 CotS is in quad D0
 A thief sneaks into a white wizard's
 chateau in quad B9 and tries to steal a
 spellbook. The thief is never heard from
 again.
 15:30 OEF is in quad M2
 16:00 OEF is in quad M3
 TP is in quad G6
 CotS is in quad C0
 16:30 OEF is in quad M4
 17:00 OEF is in quad M5
 TP is in quad F6
 CotS is in quad B0
 17:30 OEF is in quad L5
 17:45 OEF is in quad L6
 18:00 OEF is in quad K6
 CotS is in quad A0
 18:05 CotS gets drunk in Glemen's Bar &
 Grille in quad A0.
 18:30 OEF is in quad J6
 Elad Edals is in quad J5
 18:35 CotS rob Hisvin's house in quad A0 and
 kill his daughter (the only witness).
 18:45 OEF is in quad I6
 19:00 OEF is in quad I7
 Elad Edals is in quad J4
 CotS exit quad A0
 19:30 OEF is in quad I8
 20:00 OEF is in quad J8
 CotS is in quad A1
 20:30 OEF is in quad K8
 Elad Edals is in quad J3
 CotS sets fire to the Temple of Aarth, caus-
 ing much panic but little actual damage.
 20:30 Raiders rifle the buildings ruined in the
 fire in quad E2, finding jewelry and a
 few coins.
 21:00 OEF is in quad L8
 CotS is in quad A2
 21:15 OEF is in quad L7

21:30 OEF is in quad M7
 Elad Edals is in quad I3
 21:30 Warfare between two hoodlum factions
 breaks out in quad B7 and A7. The
 Ariels have 20 people in the riot; the
 Black Hand has 12 members. Five
 people die and another 16 are injured.
 They're fighting over the distribution
 rights of an addictive potion.
 21:45 OEF is in quad M8
 22:00 OEF is in quad M9
 CotS is in quad B2
 22:30 Elad Edals is in quad I4
 23:00 CotS is in quad A2
 Six ruffians ravage the homes in quad J9,
 looking for Edals and stealing valuables
 in the process. Two ruffians die and 12
 residents are injured in scuffles. A rumor
 circulates that OEF is responsible.
 23:30 Elad Edals is in quad I3

Day 4

00:00 CB is in quad P5
 CotS is in quad B2
 00:30 Elad Edals is in quad I2
 01:00 CB is in quad P6
 CotS is in quad A2
 02:00 CB is in quad P5
 Elad Edals is in quad H2
 CotS is in quad A3
 02:30 The House of Pulgh in quad O7 is
 burned to the ground. The blaze lasts
 until 05:30 but continues to smolder
 until fully extinguished at 16:00. The
 houses nearby suffer smoke damage.
 03:00 CB is in quad O5
 04:00 CB is in quad O4
 Elad Edals is in quad G2
 05:00 CB is in quad N4
 06:00 CB is in quad N5
 07:00 TP is in quad F5
 CB is in quad O5
 07:30 OEF is in quad P3
 07:45 OEF is in quad P4
 08:00 OEF is in quad O4
 CB is in quad N5
 08:10 OEF is in quad O3

- 08:20 OEF is in quad P3
08:30 OEF is in quad P2
TP is in quad E5
09:00 OEF is in quad P1
CB is in quad N6
09:15 The heroes receive an anonymous note telling them to back off from the man-hunt or they'll be slain. The messenger swears he doesn't know who wrote the note, only that he was sent by his guild to deliver it.
09:30 OEF is in quad O1
TP is in quad E4
09:45 OEF is in quad O0
10:00 OEF is in quad N0
CB is in quad M6
10:15 OEF is in quad N1
10:30 OEF is in quad M1
11:00 OEF is in quad M0
CB is in quad M5
11:15 OEF is in quad L0
11:30 TP is in quad D4
12:00 CB is in quad M4
12:30 OEF is in quad J0
13:00 OEF is in quad I0
CB is in quad L4
13:30 OEF is in quad H0
14:00 OEF is in quad I0
CB is in quad K4
14:15 OEF is in quad I1
14:30 OEF is in quad I2
TP is in quad D3
15:00 OEF is in quad J2
15:30 OEF is in quad K2
15:45 OEF is in quad K1
16:00 Six hoodlums belonging to the Force of Thirty gang set fire to a building used for meetings by the Ariels gang. City guards chase and catch the culprits; a fight ensues, during which all six hoodlums and two guards are killed.
OEF is in quad L1
16:30 OEF is in quad M1
17:00 OEF is in quad M2
17:30 OEF is in quad M3
18:00 OEF is in quad M4
TP is in quad C3
18:30 OEF is in quad M5
19:00 OEF is in quad L5
TP is in quad B3
19:15 OEF is in quad L6
19:30 OEF is in quad K6
20:00 OEF is in quad J6
Elad Edals enters quad G1 and runs into a gang of Imsak's city guards. Four guards and two innocent citizens are killed. Edals, only slightly injured, escapes.
20:15 OEF is in quad I6
20:30 OEF is in quad I7
21:00 OEF is in quad I8
21:30 OEF is in quad J8
Elad Edals is in quad F1
Warfare between two hoodlum factions breaks out in quad A5. The Ariels have 12 members in the riot, while the other faction, the Black Hand, has 17 members. Two people die and another 11 are injured. This battle is a revenge attack for the gang fight in quad A7 that started at 21:30 on Day 3.
In quad C0, thousands of rats pour out of the grain silos and flee into the sewers through an open manhole cover. Later investigation shows they've eaten much of the stored grain.
22:00 OEF is in quad K8
22:30 OEF is in quad L8
CB is in quad J4
22:45 OEF is in quad L7
23:00 OEF is in quad M7
Elad Edals is in quad E1
23:15 OEF is in quad M8
23:30 OEF is in quad M9
CB is in quad I4

Day 5

- 00:30 CB is in quad H4
01:00 Elad Edals is in quad D1
01:30 CB is in quad G4. They overreact when a moneylender refuses to give them a loan and accidentally kill him.
02:30 Elad Edals is in quad D2. Edals bumps into Gustillo and threatens to kill him unless he keeps quiet.
03:00 CB is in quad G5

04:00 Elad Edals is in quad D3, licking his wounds and hiding from Hastina Gildeket's web of spies.

04:00 In quads A7 and B7, further gang warfare breaks out, with the Black Hand fighting the Force of Thirty. Four people are killed, and nine more injured.

06:00 CB is in quad F6

07:00 CB is in quad F7

08:00 TP is in quad B4

08:30 In quad B4, TP panic at the alarm raised by a nearby pickpocketing. Members open fire with their weaponry and spells, igniting and damaging the temple in quad C4, scalding the trees surrounding the Temple of the Rat God, and killing 22 citizens.

09:00 TP is in quad A4

09:15 TP panics at a possible Edals sighting. They cause a fire in quad A4 that destroys seven homes, kills 15 people, injures 20, and starts a feud with the Rat God acolytes.

09:30 Imsak reports to the Lankhmar legislature that his guards engaged Edals last night near the Needle's Point (in quad G1). However, Hastina complains that the encounter was a disaster—four guards and two citizens were killed and Edals escaped.

13:00 CotS is in quad P1

13:30 CB is in quad E7. They enter a jewelry shop, finding the owner asleep from the effects of a spell. Most of the goods are gone, taken by the thief who put the owner to sleep. CB vows to find the rotten scoundrel.

14:00 CotS is in quad P0

14:30 CB is in quad E6

15:00 CotS is in quad O0

15:30 CB is in quad D6

16:00 CotS exit quad O0

16:30 CB is in quad D5

17:00 CotS is in quad O0

17:30 In quad D3, Edals fights with warriors from Hastina Gildeket's web and is severely wounded. Ten innocent citizens and six city guards are killed.

18:00 CB is in quad C5

CotS is in quad N0

At the close of the Lankhmar legislature, word comes that 16 people died in Hastina Gildeket's attack on Edals. Hastina's plan suffers a heavy loss of support in the legislature.

18:30 Elad Edals is in quad D4

19:00 CB is in quad C4

CotS exit quad N0

Poor citizens pillage the ruins in quad E2, looking for valuables.

20:00 Elad Edals is in quad C4

CotS is in quad MO

20:30 CB is in quad C5

21:00 CotS is in quad L0

21:30 CB is in quad B5

Elad Edals is in quad C3

22:00 CotS is in quad L1

23:00 CB is in quad C5

Elad Edals is in quad C2

23:30 CB is in quad C6

CotS is in quad K1

Day 6

00:00 OEF is in quad P3

CotS is in quad K0

00:15 OEF is in quad P4

00:30 OEF is in quad O4

CB is in quad C7

00:40 OEF is in quad O3

00:50 OEF is in quad P3

01:00 OEF is in quad P2

Elad Edals is in quad B2

CotS is in quad J1

01:30 OEF is in quad P1

02:00 OEF is in quad O1

CB is in quad B7. All but two of their numbers are killed by the Force of Thirty gang.

02:15 OEF is in quad O0

02:30 OEF is in quad N0

Elad Edals is in quad B1, resting in the empty building in the SE corner.

02:45 OEF is in quad N1

03:00 OEF is in quad M1

03:30 OEF is in quad M0

The remaining two members of CB are in quad B8, looking for help from the Temple of Issek of the Jug. The templar gives them "healing" potions; as one CB member drinks the potion, he chokes and dies. The other escapes before the priest can capture or kill him.

03:45 OEF is in quad L0
 04:00 Elad Edals is in quad C1
 04:30 CB is in quad A8
 05:00 OEF is in quad J0
 05:30 OEF is in quad I0
 06:00 OEF is in quad H0
 06:30 OEF is in quad I0
 06:45 OEF is in quad I1
 07:00 OEF is in quad I2
 07:30 OEF is in quad J2
 08:00 OEF is in quad K2
 08:15 OEF is in quad K1
 08:30 OEF is in quad L1
 08:45 A carriage containing a high priest of the Temple of Aarth and three attendants is robbed. The four riders are held prisoner in the ruins of the landmark in quad D7; the kidnappers put out word that they expect a ransom of 5,000 gr. The Temple of Aarth offers 1,000 gr for information about the kidnapping.
 09:00 OEF is in quad M1
 09:30 OEF is in quad M2
 10:00 OEF is in quad M3
 10:30 OEF is in quad M4
 11:00 OEF is in quad M5
 11:30 OEF is in quad L5
 11:45 OEF is in quad L6
 12:00 OEF is in quad K6
 CotS is in quad K1
 Seven young hoodlums run through the marketplace in quad L3, upsetting carts, spilling grain, and releasing pigs and chickens. Three of the juveniles are caught and jailed.
 12:30 OEF is in quad J6
 12:45 OEF is in quad I6
 13:00 OEF is in quad I7
 CotS is in quad J1
 13:30 OEF is in quad I8
 14:00 OEF is in quad J8
 CotS is in quad I1

14:30 OEF is in quad K8
 15:00 OEF is in quad L8
 CotS is in quad I2
 15:15 OEF is in quad L7
 15:30 OEF is in quad M7
 15:45 OEF is in quad M8
 16:00 OEF is in quad M9
 Ten thugs who support Edals try to raid the Merchants' Consortium Guildhouse; three are killed and the other seven flee. The Merchants' Consortium offers a reward of 500 gr for anyone who can lead them to the seven.
 CotS is in quad H2
 17:00 CotS is in quad H1. When the residents realize this, they pour into the street and threaten the thugs with daggers and staves. CotS promptly leave.
 17:30 Looters ransack the scarred buildings in quad E2, finding nothing of value.
 18:00 CotS is in quad G1
 19:00 CotS is in quad G0
 20:30 CotS is in quad F0
 21:00 Rumors spread that Imsak Jokandor and Hastina Gildeketa dine together at Glemen's Bar & Grille in quad A0.
 21:30 CotS is in quad E0
 22:00 Elad Edals is in quad B1
 22:30 CotS is in quad D0
 23:00 Imsak and Hastina are seen entering Goose Downs in quad F2/F3. They don't leave until morning.
 23:30 Elad Edals is in quad B2
 CotS is in quad C0
 23:45 A poor beggar is found dead in front of Iriam's silversmithy in quad M6. Iriam, working late in his shop, saw a small gang of thugs kill the vagrant. However, he denies any knowledge of the crime for fear of retaliation.

Day 7

00:00 CotS is in quad B0
 01:00 OEF is in quad P3
 01:15 OEF is in quad P4
 01:30 OEF is in quad O4
 01:40 OEF is in quad O3

01:50	OEF is in quad P3	12:00	OEF is in quad M5
02:00	OEF is in quad P2	12:30	OEF is in quad L5
02:30	OEF is in quad P1		CotS is in quad A2
03:00	OEF is in quad O1	12:45	OEF is in quad L6
03:15	OEF is in quad O0	13:00	OEF is in quad K6
03:30	OEF is in quad N0	13:30	OEF is in quad J6
03:45	OEF is in quad N1		CotS is in quad B2. Three members are shot with poisoned crossbow bolts (killed by Edals because they got too close to his hiding place). The remaining members flee.
04:00	OEF is in quad M1	13:45	OEF is in quad I6
04:30	OEF is in quad M0	14:00	OEF is in quad I7
04:45	OEF is in quad L0	14:30	OEF is in quad I8
06:00	OEF is in quad J0		CotS is in quad A2
06:30	OEF is in quad I0	15:00	OEF is in quad J8
	Imsak and Hastina are seen exiting Goose Downs in quad F2/F3. They leave the establishment separately.	15:30	OEF is in quad K8
07:00	OEF is in quad H0		CotS is in quad B2
	CotS tries to gain more members by preaching about their snake deity to passersby in quad B0. The team kills anyone who makes fun of them; 15 people die before city guards arrive and chase CotS away. One member plants a burning flask of oil by the Temple of the Gods of Lankhmar. If found by 10:00 on Day 7, the fire can be stopped before it causes any real damage.	15:45	Marl Kollinar and his entourage enter quad C9.
07:30	OEF is in quad I0	16:00	OEF is in quad L8
07:45	OEF is in quad I1		Rumors that Imsak and Hastina plan to get married circulate like wildfire.
08:00	OEF is in quad I2		The Merchants' Consortium Guildmaster's entourage enters quad C8.
08:30	OEF is in quad J2	16:15	OEF is in quad L7
09:00	OEF is in quad K2		Marl Kollinar and his entourage enter quad C7.
09:15	OEF is in quad K1	16:30	OEF is in quad M7
09:30	OEF is in quad L1		CotS is in quad A2
	CotS lurks in quad A0, careful to avoid Hisvin (they killed his daughter during a robbery on Day 3).		Marl Kollinar and his entourage enter quad C6.
10:00	OEF is in quad M1	16:45	OEF is in quad M8
	News spreads that Marl Kollinar, Guildmaster of the Merchants' Consortium, will soon make his way down the Street of the Gods. Crowds begin to gather on the street, hoping to pick up coins thrown by the entourage.		Marl Kollinar and his entourage enter quad B5/C5.
10:30	OEF is in quad M2	17:00	OEF is in quad M9
	CotS exit quad A0		Marl Kollinar and his entourage enter quad B4/C4.
11:00	OEF is in quad M3	17:15	Marl Kollinar and his entourage enter quad B3.
11:30	OEF is in quad M4	17:30	CotS is in quad A3
	CotS is in quad A1 but stays clear of the Temple of Aarth.		Marl Kollinar and his entourage enter quad B2.
			Unless stopped before this time, Edals tries to kill Marl Kollinar in quad B2. Proceed to "The Assassination Attempt," on page 52.
		17:40	CotS steals documents from a politician's house in quad A3 for blackmail.

QUAD A0: Nun Street runs along the eastern side, while the Street of the Gods travels across the southern section. A manhole sits in the center of the southern edge of the quad. Glemen's Bar & Grille, a fine eating establishment, is in the SW corner.

DM: The SE building is Hisvin's house. Hisvin has no information for the heroes until his daughter is killed. Once she's dead, he knows where Edals is, but his information is two quads behind. Glemen knows exactly where Edals is at all times except when Imsak and Hastina are dining in his establishment (see "Conditionals").

Conditionals:

Day 3, 18:00 — CotS enters quad.
Day 3, 18:05-18:30 — CotS is in Glemen's Bar & Grille getting dangerously soused.
Day 3, 18:35-18:55 — CotS rob Hisvin's house and kill his daughter, the only witness.
Day 6, 21:00-22:30 — Imsak Jokandor and Hastina Gildeket dine together at Glemen's Bar & Grille.
Day 7, 09:30-10:30 — CotS lurks in quad, careful to avoid Hisvin's notice.

QUAD A1: The Temple of Aarth dominates this quad. A manhole is located in the temple's well-manicured greens. (Any hero caught walking on the greens—a 45% chance—is harshly reprimanded.) Nun Street runs along the western edge.

DM: The Temple of Aarth doesn't know where Edals is, but an acolyte claims to know, as long as a hero offers a "donation." The DM should randomly choose a quad, even if it's correct.

Conditionals:

Day 3, 20:00 — CotS enters quad.
Day 3, 20:30-20:45 — CotS sets fire to the Temple of Aarth, causing much panic but little actual damage.
Day 7, 11:30-12:30 — CotS is in quad but stays clear of the Temple of Aarth.

QUAD A2: A temple sits along the eastern side; the Temple of Aarth is to the west. A grassy field lies between them. A path leads from the SW corner to a storage building owned by the Temple of Aarth.

Conditionals:

Day 3, 21:00-22:00 — CotS is in quad.
Day 3, 23:00-00:00 — CotS is in quad.
Day 4, 01:00-02:00 — CotS is in quad.
Day 7, 12:30-13:30 — CotS is in quad.
Day 7, 14:30-15:30 — CotS is in quad.
Day 7, 16:30-17:30 — CotS is in quad.

QUAD A3: Silver Street runs through the eastern section; a temple sits at the southern edge. Residences are found in the northern part of the quad. A small alley threads through the homes like a snake.

DM: A 10% chance exists that any resident will know Edals's current whereabouts.

Conditionals:

Day 4, 02:00-13:00 — CotS is in quad, sleeping and keeping watch.
Day 7, 17:30-18:00 — CotS is in quad.
Day 7, 17:40-17:50 — CotS steals documents from a politician's house for a blackmail scheme.

QUAD A4: The Temple of the Rat God sits at the southern edge of the quad. An alley separates the temple from a tightly-woven net of homes; many of the residents worship the Rat God.

DM: If the heroes ask at the temple for information, the acolytes greet them warmly and offer them food. The meal is poisoned with slow-acting venom (save vs. poison with +3 bonus or suffer 2d6 points of damage one hour later). The acolytes claim not to know Edals's whereabouts, but they promise to notify the heroes if they learn anything (this is a lie). If the heroes help the acolytes in their feud against the Pyrotechnics (see "Conditionals"), the acolytes do not poison the party; instead, they give Edals's location, but their information is three days old.

Conditionals:

Day 5, 09:00 — TP enters quad.
Day 5, 09:15-09:50 — TP panics at a possible Edals sighting. They cause a fire that destroys seven homes, kills 15 people, injures 20, and starts a feud between the Rat God acolytes and the Pyrotechnics.

QUAD A5: Noble Street runs through the eastern section of the quad, and a manhole sits in

the NE corner. Several alleys run between the houses. This quad is widely known to be “hoodlum territory.”

DM: If the characters go through the alleys or buildings, 2d8 hoodlums (all 2nd-level warriors) come out of the woodwork and demand their purses. If the heroes refuse, the hoodlums attack. (If the heroes win the battle and later return to the quad, the hoodlums let them pass.) The thugs have no useful information.

Conditionals:

Day 4, 21:30-23:00 — Warfare between two hoodlum factions breaks out. The Ariels have 12 members in the riot, while the other faction, the Black Hand, has 17 members. Two innocent people die and another 11 are injured. This battle is a revenge attack for the gang fight that started at 21:30 on Day 3 (see quad A7 for details).

QUAD A6: A tightly woven cluster of houses and apartments sits in the NE corner of this quad. This is a relatively peaceful community, compared with the rival warfare of quads A5 and A7.

QUAD A7: A tight cluster of houses resides in the NW corner of this quad. This is a violent community, marked with a lot of hoodlum activity. Pimp Street runs along the quad’s eastern side.

DM: The description for quad A5 indicates what happens if the heroes search the alleys or buildings.

Conditionals:

Day 3, 21:30-23:00 — Warfare between two hoodlum factions breaks out. The Ariels have 20 people in the riot; the Black Hand has 12 members. Five people die and another 16 are injured. They’re fighting over distribution rights of an addictive potion.

Day 5, 04:00-07:00 — Further gang warfare breaks out, with the Black Hand fighting the Force of Thirty. Four people are killed, and nine more injured.

QUAD A8: The wealthy House of Pleadors dominates the NE section of the quad. All of the houses in the quad belong to guildmasters and undermasters of the guild. Pimp Street runs

along the quad’s western border.

DM: The House of Pleadors knows where Edals is, but their information is one quad behind.

Conditionals:

Day 3, 00:30-00:00 — CB is in quad.

Day 6, 04:30-06:00 — CB is in quad.

QUAD A9: Whore Street runs north to south through the center of the quad, with a manhole near the northern end of the street. The House of Pleadors, an opulent guild of lawyers, sits in the NW corner of the quad.

DM: See quad A8 for information on the House of Pleadors.

Conditionals:

Day 4, 16:00-16:15 — Six hoodlums belonging to the Force of Thirty gang set fire to a building used for meetings by the Ariels gang. City guards chase and catch the culprits; a fight ensues, during which all six hoodlums and two guards are killed.

QUAD B0: Nun Street runs through the center of this quad and the Street of the Gods runs along the northern border. Nun Street holds two manholes. Glemen’s Bar & Grille sits near the NW corner; the Temple of the Gods of Lankhmar takes up the SE corner.

Conditionals:

Day 3, 17:00-18:00 — CotS is in quad.

Day 7, 00:00-09:30 — CotS is in quad.

Day 7, 07:00-09:30 — CotS tries to gain more members by preaching about their snake deity to passersby. The team kills anyone who makes fun of them; 15 people die before city guards arrive and chase CotS away. One member plants a burning flask of oil by the Temple of the Gods of Lankhmar. If found by 10:00 on Day 7, the fire can be stopped before it causes any real damage.

QUAD B1: The Street of the Gods runs through the center of the quad while the Temple of the Gods of Lankhmar sits in the SW corner like an eerie monolith; the run-down building is dark and deserted.

Conditionals:

Day 6, 02:30-04:00 — Elad Edals is in the quad, resting in the empty SE building.

Day 6, 22:00-23:30 — Elad Edals is in quad.
Day 7, 10:00 — A flask of oil planted by CotS sets the Temple of the Gods on fire; a city crew arrives at 10:15 to put out the fire.

QUAD B2: The Street of the Gods runs through the center of the quad. Part of the grounds from the Temple of Aarth is located in the NW corner. This section of the Street of the Gods is normally very busy, even in the wee hours of the morning.

Conditionals:

Day 3, 22:00-23:00 — CotS is in quad.
Day 4, 00:00-01:00 — CotS is in quad.
Day 6, 01:00-02:30 — Elad Edals is in quad.
Day 6, 23:30-23:59 — Elad Edals is in quad.
Day 7, 00:00-17:29 — Elad Edals is in quad.
Day 7, 13:30 — CotS enters quad.
Day 7, 13:45 — Three members of CotS are shot with poisoned crossbow bolts (killed by Edals because they got too close to his hiding place). The remaining members flee.
Day 7, 17:30 — Guildmaster Marl Kollinar and his entourage make their way down the Street of the Gods. Edals, positioned on the roof of a nearby building, tries to kill Kollinar. Proceed to "The Assassination Attempt," on page 52.

QUAD B3: Two manholes are located here: one inside the walls of the temple in the NW corner, and the other at the intersection of the Street of the Gods and Silver Street.

Conditionals:

Day 4, 19:00-08:00 — TP is in quad.

QUAD B4: The Temple of the Rat God dominates the NW corner of the quad, while the Street of the Gods runs along the southern border. A manhole to Lankhmar's sewer system lies in the SE corner.

DM: A beggar sits next to the sewer, talking to someone who can't be seen. If asked, the beggar says, "He's been in here. I can hear his footsteps." The man is not referring to Edals, but to the Rat God; he swears he saw it come up out of the sewer and stride into the temple. If the PCs investigate the temple, the acolytes say they have no idea what the beggar's talking about.

Conditionals:

Day 5, 08:00-09:00 — TP is in quad.
Day 5, 08:30-08:45 — TP panic at the alarm raised by a nearby pickpocketing. Members open fire with their weaponry and spells, igniting and damaging the temple in quad C4, scalding the trees surrounding the Temple of the Rat God, and killing 22 citizens. Any heroes in the quad are also targets.

QUAD B5: The Street of the Gods lies to the south. Noble Street runs north through the eastern section of the quad; a manhole cover lies at the north end of the street. Two days before the start of *Avengers in Lankhmar*, a crowd of 300 people made a pilgrimage to the temple in the western section of the quad. They plan to pray to their deity for the next 14 days. The area is extremely crowded, making movement difficult.

DM: After 18:30 on Day 2, the crowd confuses Edals with a member of Club Blood. If the heroes ask, the crowd tells them where to find "Edals," mistakenly sending them off after Club Blood.

Conditionals:

Day 2, 18:30-19:30 — CB is in quad, rudely insulting the crowd of worshipers.
Day 5, 21:30-23:00 — CB returns to the quad to further taunt the worshipers.

QUAD B6: The Street of the Gods skims the southern edge of this quad. Two temples sit on the northern side of the street. Several apartment buildings take up the NE corner of the quad, and a rich noble makes his home in the NW corner.

DM: The noble claims to know nothing of Edals and demands that the heroes leave. His servants arrive with seven war dogs (see screen for stats) in 1d4+1 rounds. The noble is a friend of Edals who's secretly financing the assassination, hoping that his son—the current undermaster of the Merchants' Consortium—will become the new guildmaster.

QUAD B7: Pimp Street runs north and south near the center of the quad. The Temple of Issek of the Jug is in the SE corner. The apartments in the NW corner experience the same violence as quad A7.

DM: The Temple asks the heroes to “eliminate” Club Blood, whom they see as a threat to public safety. They promise to reveal Edals’s current location—which they do know—in exchange.

Conditionals:

Day 2, 22:30-23:30 — CB is in quad. They enter the home of an alchemist, hoping to find the recipe to an addictive potion. They don’t find it; instead, they kill the alchemist.

Day 3, 21:30-23:00 — A riot breaks out between two hoodlum gangs: the Force of Thirty and Death’s Consorts. Three gang members die and six bystanders are injured.

Day 5, 04:00-07:00 — Further gang warfare breaks out, with the Black Hand fighting the Force of Thirty. Four people are killed, and nine more injured. Note that this is the same battle listed for 04:00 in quad A7 (it spreads across two quads).

Day 6, 02:00-03:30 — CB is in quad. All but two of their numbers are killed by the Force of Thirty.

QUAD B8: The Temple of Issek of the Jug lies in the SW corner; another temple takes up the SE section. An unnamed alley cuts the quad in half. A manhole lies in Issek’s temple grounds.

Conditionals:

Day 2, 23:30-00:30 — CB is in quad.

Day 6, 03:30-04:30 — The remaining two members of CB are in quad, looking for help from the Temple of Issek of the Jug. The templar gives them “healing” potions; as one CB member drinks the potion, he chokes and dies. The other escapes before the priest can capture or kill him.

QUAD B9: Whore Street runs north and south through the center of the quad. An unnamed alley runs from the center of the western side, intersecting with Whore Street. A powerful white wizard owns a chateau on the eastern side of the quad.

DM: If approached before 15:00 on Day 3, the wizard is helpful: For 1,000 gr, he casts a spell and tells the heroes where Edals will be at 18:00. If approached after 15:45 on Day 3, the wizard—now distrustful of strangers—strikes at the heroes with a rod of lightning.

Conditionals:

Day 3, 15:00-15:45 — A thief sneaks into the white wizard’s chateau and tries to steal a spellbook. The thief is never heard from again.

QUAD C0: Huge, seven-story-tall grain silos dominate the western side of the quad, with Nun Street running down the middle.

Conditionals:

Day 3, 16:00-17:00 — CotS is in quad.

Day 4, 21:30-23:45 — Thousands of normal rats pour out of the grain silos and flee into the sewers through the open manhole cover. Later investigation shows they’ve eaten much of the stored grain.

Day 6, 23:30-00:00 — CotS is in quad.

QUAD C1: An alley from the west dead-ends in the center of the quad. A manhole lies within the walls of the Temple of the Gods of Lankhmar in the NW corner. A large pool of murky water lies toward the east.

DM: If a locate creature spell (from the Tome of Magic) or a similar spell is cast over the water, the pool reflects the whereabouts of any one specific individual.

Conditionals:

Day 6, 04:00-22:00 — Elad Edals is in quad.

QUAD C2: Two temples take up the northern half of the quad. A large apartment sits in the SW corner; a homeless shelter resides in the SE corner. A large pool of murky water lies along the western side.

Conditionals:

Day 5, 23:00-01:00 — Elad Edals is in quad.

QUAD C3: The quad’s central building is the shop of the fence known as Ogo the Blind, whose business affairs are run by a young woman called Eyes of Ogo. A partially-hidden sewer grate lies in the floor of Ogo’s shop. Across the stairway to the south is the shop of Nemias of the Dusk, another well-known fence.

DM: The grate in Ogo’s shop provides access for wererats who want to sell their stolen goods. For 50 gold rills, the Eyes of Ogo reveals where Edals was last seen, but her information is two quads old.

Conditionals:

Day 4, 18:00-19:00 — TP is in quad.

Day 5, 21:30-23:00 — Elad Edals is in quad.

QUAD C4: Most of this quad is taken up by an arena-style cathedral. An alley borders the eastern edge of the temple, separating it from the apartments to the south and another temple to the east.

DM: A woman praying and fasting at the temple has received a message from her deity: Edals plans to ambush Guildmaster Marl Kollinar near some type of temple. She doesn't know when, though.

Conditionals:

Day 2, 16:00-17:30 — CB is in quad.

Day 5, 08:30 — The cathedral is damaged in a fire caused by TP.

Day 5, 19:00-20:30 — CB is in quad.

Day 5, 20:00-21:30 — Elad Edals is in quad.

QUAD C5: The Street of the Gods runs along the northern border of the quad while a large, white-stoned building takes up the middle. A small marketplace and a tightly woven maze of



tenements fill the southern half of the quad.

DM: A sage in the marketplace offers to divine Edals's whereabouts for 50 gold rilks, though with negotiation he'll accept 20. However, his "vision" of Edals's location is wrong.

Conditionals:

Day 2, 15:00-16:00 — CB is in quad.

Day 2, 17:30-18:30 — CB is in quad.

Day 2, 19:30-20:30 — CB is in quad.

Day 5, 18:00-19:00 — CB is in quad.

Day 5, 20:30-21:30 — CB is in quad.

Day 5, 23:00-23:30 — CB is in quad.

QUAD C6: Two temples fill the southern half of the quad, below the Street of the Gods. The western temple hosts an outdoor revival starting on Day 3 and lasting through Day 6. During these four days, at least 500 people fill the streets and lawns; at night, the number drops to 50. A manhole sits in the street near the northern border of the quad.

DM: A number of worshipers have been at the revival day and night since the celebration began on Day 2, and they've seen a lot of things happen in some nearby quads. If the heroes ask the worshipers for information, the first 1d4 people speak only of their deity. However, the next worshiper asked tells that on Day 6 he saw a suspicious-looking man lurking on the roof of some nearby temples.

Conditionals:

Day 2, 20:30-21:30 — CB is in quad.

Day 5, 23:30-00:30 — CB is in quad.

QUAD C7: Pimp Street intersects with the Street of the Gods in this quad. The Temple of Kos in the SE corner, dedicated to the northern barbarian god, has been painted by priests to look as if it were covered with snow and ice. A large pool lies between Kos's temple and the twin-spired temple to the west.

DM: The 14 priests in the Temple of Kos are spending several days in meditative contemplation of their warrior god. If the heroes disturb their concentration (even by simply asking questions), the priests—who are strong fighters—challenge the heroes to ritual combat. If the heroes agree, the strongest hero must fight the strongest priest (an 8th-level fighter) until one or the other falls unconscious. A refusal to fight is such an insult to the

priests that all 14 fall upon the heroes, trying to kill the entire party.

Conditionals:

Day 2, 21:30-22:30 — CB is in quad.

Day 6, 00:30-02:00 — CB is in quad.

QUAD C8: The Street of the Gods cuts the quad in half. The Temple of Kos lurks in the SW corner; just to the east is the Temple of the Red God, the warrior god of Mingols and other easterners. A manhole in the street opens to the sewers.

QUAD C9: The Temple of the Red God sits near the SW corner of the quad. The Street of the Gods and Whore Street intersect in the middle of the quad; to the east is an open manhole.

QUAD D0: Nun Street divides the quad in half. To the west are the grain silos of the River District; to the east are the residences of sailors and mariners.

Conditionals:

Day 3, 15:00-16:00 — CotS is in quad.

Day 6, 22:30-23:30 — CotS is in quad.

QUAD D1: Many upper class homes fill the center of this quad, protected by a well-trained, well-paid team of 50 security guards (all 8th-level warriors). A "life insurance" policy paid by the rich makes the warriors willing to die in the line of duty.

DM: At 2:30 on Day 5, the security guards see Edals run into quad D2. They remain at their posts rather than chase Edals, but they'll report the incident to any heroes who ask.

Conditionals:

Day 4, 04:00-04:15 — Three thieves trying to rob a rich woman's house are killed in a fight with eight security guards.

Day 5, 01:00-02:30 — Elad Edals is in quad.

QUAD D2: The southern section of this quad was ravaged by a recent blaze; the city has yet to remove the rubble and rebuild. The rest of the quad is filled with residences and high-quality apartments.

Conditionals:

Day 5, 02:30-04:00 — Elad Edals is in quad and

accidentally bumps into Gustillo. Edals threatens to kill Gustillo unless the man keeps his mouth shut.

QUAD D3: Silver Street runs near the eastern border of the quad. Most of the buildings here are owned by upper-middle-class citizens and clergymen from the temples to the north.

Conditionals:

Day 1, 11:00 — Hastina Gildekset instructs workers to set up a trap to capture Edals.

Day 4, 14:30-18:00 — TP is in quad.

Day 5, 04:00-17:30 — Elad Edals is in quad, licking his wounds and hiding from Hastina's web of spies.

Day 5, 17:30-18:30 — Edals fights with warriors from Hastina Gildekset's group and is severely wounded. Ten innocent citizens and six city guards are killed.

QUAD D4: This quad is filled with houses. The NW building is a large, three-story tenement that houses over 100 people.

Conditionals:

Day 4, 11:30-14:30 — TP is in quad.

Day 5, 18:30-20:00 — Elad Edals is in quad.

QUAD D5: A small marketplace, specializing in the sale of weapons, spell components, and spell research, fills most of this quad. Surrounding the marketplace is a team of highly agitated security personnel (all 6th-level fighters) who use any excuse to attack "suspicious" visitors to the market.

DM: Starting on the morning of Day 6, the security guards talk loudly among themselves about the violent commotion that took place the previous night over on Silver Street (in quad D3). They're referring to Edals's battle with Hastina Gildekset's warriors. One of the security guards ran to the site of the battle just in time to see Edals running west towards the Temple of the Gods of Lankhmar.

Conditionals:

Day 2, 14:00-15:00 — CB is in quad.

Day 5, 16:30-18:00 — CB is in quad.

QUAD D6: A small park with a swimming and fishing pool, open to the public, sits in the center of the quad. Several businesses fill the large

buildings to the west.

Conditionals:

Day 2, 13:00-14:00 — CB is in quad.

Day 5, 15:30-16:30 — CB is in quad.

QUAD D7: Pimp Street runs along the western wall of the quad. A landmark, now forgotten and dilapidated, has become a moldering ruin in the SE corner.

Conditionals:

Day 6, 08:45 — A carriage containing a high priest of the Temple of Aarth and three attendants is robbed. The four riders are held prisoner in the ruins of the landmark in quad D7; the kidnapers put out word that they expect a ransom of 5,000 gr. The Temple of Aarth offers 1,000 gr for information about the kidnapping.

QUAD D8: This quad is filled with small, unnamed alleys and tenements for upper-middle-class citizens.

DM: Kosslar, a well-to-do merchant who lives in this quad, happened to witness the kidnapping that took place in quad D7. If the heroes ask the residents of this quad for information about the abduction, most make up wild stories, blaming the crime on everything from Elad Edals to a giant spider. Kosslar is the only one who refuses to contribute a theory; if the heroes get him alone and promise to protect him, he tells what he saw.

QUAD D9: Whore Street and Rats Alley intersect near the southern edge of the quad.

QUAD E0: Nun Street and the Street of the Thinkers intersect near the center of the quad. Two grain silos line the western edge, with single-family homes to the east. Gustillo's apartment lies south of the three-story grain silo. He rents it from a rich politician in the Noble District.

DM: Gustillo can't help the heroes until after his life is threatened (see quad D2 for details). After that incident, Gustillo can reveal that he saw Edals in quad D2 on the afternoon of Day 5.

Conditionals:

Day 3, 14:00-15:00 — CotS is in quad.

Day 6, 21:30-22:30 — CotS is in quad.

QUAD E1: The Street of the Thinkers runs along the southern border of the quad. The two large eastern buildings are houses owned by upper-class citizens. The others are large apartments or tenements inhabited by dock workers and street cleaners.

Conditionals:

Day 4, 23:00-01:00 — Elad Edals is in quad.

QUAD E2: The northern section of this quad was ravaged by a recent blaze; the city has yet to remove the rubble. The rest of the quad is filled with residences and high-quality apartments. The Street of the Thinkers runs through the SW corner of the quad.

Conditionals:

Day 1, 21:00-23:00 — Looters pick through the rubble for leftover valuables.

Day 3, 20:30-22:00 — Raiders rifle the wasted buildings, finding jewelry and coins.

Day 5, 19:00-21:15 — Poor citizens pillage the ruins for valuables.

Day 6, 17:30-22:30 — Looters ransack the scarred buildings, finding nothing of value.

QUAD E3: Silver Street runs through the center of this quad. Middle-class businesses (two grocers, a stabler, a weaponsmith, two soft metal-smiths, and a sage) line the street.

DM: The stabler knows the full story of the first manhunt for Edals in the Hlal Forest, and gladly shares the tale with any heroes who ask.

QUAD E4: This quad is a middle-class, residential community. The small houses join together to form alleys and an occasional courtyard with trees and grass where people walk their pets and let their children play. A sewer grate sealed with a padlock sits in the north central part of the quad.

DM: The people here keep to themselves. However, after 12:00 on Day 4, they talk about the black wizards who passed by with burnt and smoldering clothes.

Conditionals:

Day 4, 09:30-11:30 — TP is in quad.

QUAD E5: This quad is filled with middle-class homes, with alleys and courtyards where children play.

DM: After 10:00 on Day 4, the people who live here talk about the black wizards who went by wearing burnt and smoldering clothes.

Conditionals:

Day 4, 08:30-09:30 — TP is in quad.

QUAD E6: The larger buildings of this quad are businesses or stables; the smaller buildings are homes of the workers (rented from nobles living in the northern Noble District).

DM: The stable workers can tell the heroes that Club Blood forced their way into the stables, searching for someone.

Conditionals:

Day 2, 11:30-13:00 — CB is in quad.

Day 5, 14:30-15:30 — CB is in quad.

QUAD E7: Pimp Street runs through the western edge of the quad. A few businesses line the street, and homes of middle-class folks crowd behind them on small alleys.

Conditionals:

Day 2, 10:30-11:30 — CB is in quad.



Hijacked!

Day 5, 13:30-14:30 — CB is in quad. They enter a jewelry shop, finding the owner asleep from the effects of a spell. Most of the goods are gone, taken by the thief who put the owner to sleep. CB vows to find the rotten scoundrel.

QUAD E8: The NW corner of the quad features a dilapidated landmark from the earliest days of Lankmar. No Overlord has ever allowed the rubble to be cleared for rebuilding. The rest of the quad is filled with small single- and dual-family homes.

DM: The villains who kidnaped the priests of the Temple of Aarth in quad D7 left behind an accomplice to throw pursuers off the trail. If the heroes ask anyone in this quad for information about the kidnaping, the accomplice—a young boy named Brickbot—swears he saw a group of thugs jump onto the priests' carriage and drive it hard south down Pimp Street. In truth, the kidnapers are holding their victims hostage in the dilapidated ruins in the NW corner of this quad.

QUAD E9: Whore Street runs near the western border of the quad. The rest of the area is filled with tenements and small dirt- and trash-strewn alleys. In the SW corner of the quad, Turkyl's Tenements houses 70 families. Near the SE corner, a manhole opens to the sewer below.

DM: Turkyl, a friend of Edals, tells the heroes that he heard Edals was killed a few hours ago near the Temple of Issek of the Jug.

QUAD F0: Nun Street separates the two-story grain silos to the west from the businesses and homes to the east. Gustillo's apartment is in the north central building. A manhole sits in the middle of the street.

DM: Gustillo, a former friend of slain Guildmaster Gillian Gildeket, hates Edals. He has his own spies out looking for Edals and will share his information with the heroes. On Day 1, his information is six quads behind; on Day 3, it's five quads behind; on Day 5, it's two quads behind; and on Day 7, the information is accurate.

Conditionals:

Day 3, 13:00-14:00 — CotS is in quad.

Day 6, 20:30-21:30 — CotS is in quad.

QUAD F1: The buildings on the northern edge of the quad are businesses; the rest are homes for the workers and owners.

Conditionals:

Day 4, 21:30-23:00 — Elad Edals is in quad.

QUAD F2: The Street of the Thinkers runs across the northern border of the quad. Most of the buildings adjoining the street are businesses; the easternmost building is Goose Downs, a run-down apartment house. The rest of the buildings are single-family homes.

Conditionals:

Day 6, 23:00-00:00 — Imsak Jokandor and Hastina Gildeket are seen entering Goose Downs.

Day 7, 06:30-07:00 — Imsak and Hastina are seen leaving Goose Downs separately.

QUAD F3: Silver Street and the Street of the Thinkers cross in the center of the quad, with a manhole cover at the intersection. All buildings along both streets are businesses; other structures are homes. The Goose Downs apartment house is the west-central building.

DM: The cook at Goose Downs is a spy for the Ilthmart government with connections in the Lankhmar government and security forces. At any time, the cook has a 25% chance of knowing Edals's current location; otherwise, his information is three quads behind. He'll reveal his knowledge to the heroes for no fewer than 50 gold rilks.

Conditionals:

Day 6, 23:00-00:00 — Imsak Jokandor and Hastina Gildeket are seen entering Goose Downs.

Day 7, 06:30-07:00 — Imsak and Hastina are seen leaving Goose Downs separately.

QUAD F4: Gold Street and the Street of the Thinkers meet near the eastern edge of this quad. The buildings are single-family homes.

DM: Most people in this quad know something about Edals, but their exaggerated stories are more like legends or fables. They tell the heroes wild tales about Edals, but have no useful information.

QUAD F5: The Street of the Thinkers runs through the middle of the quad with a manhole near the

eastern edge. The quad's buildings are homes of sages, black wizards, white wizards, and historians who work at the Great Library in quad F6.

Conditionals:

Day 4, 07:00-08:30 — TP is in quad.

QUAD F6: The Great Library, the quad's central building, is a large, three-story structure of stone and mortar. It's the most important source of documents and history in the city. The Overlord's Elite Force usually patrols the library grounds, but the manhunt for Edals has made them alter their course.

DM: The Great Library carries books about any Lankhmart citizen who's ever been in the army, been in an office, or run a business. Heroes searching the library find the details of Edals's life.

Conditionals:

Day 2, 08:30-09:30 — CB is in quad.

Day 3, 17:00-07:00 — TP is in quad.

Day 5, 06:00-07:00 — CB is in quad.

QUAD F7: Pimp Street runs along the western edge of the quad. A manhole sits in the middle of the street, and a sewer grate lies farther to the east. The Merry Players, a troupe of actors and street performers, have their headquarters on the east side of the street. The rest of the buildings are homes or apartments.

DM: The Merry Players have put together a quick show about Elad Edals, focusing on his valiant time in the Ilthmart army quelling rebellions. The end of the show portrays Edals being framed for the murder of Gillian Gildeket and seems to point the finger of blame at Guildmaster Kollinar. If questioned, the actors simply smile and say that the play is mere fiction.

Conditionals:

Day 2, 09:30-10:30 — CB is in quad.

Day 5, 07:00-13:30 — CB is in quad.

QUAD F8: Near the NW corner of the quad, an upper-class chateau is guarded by two 6th-level black wizards (specializing in fire magic), four 7th-level warriors, and one 11th-level warrior. The rest of the buildings are tenements and single-family homes.

QUAD F9: Whore Street runs near the western section of the quad, intersecting with the Street

of the Thinkers near the SW corner. A manhole (locked from below) sits in the center of Whore Street. Turkyl's Tenements and Rongart's house lie in this quad.

QUAD G0: Nun Street runs north to south near the western edge. Grain silos lie on the west side of the street; business and homes lie on the east side. A locked manhole sits in the middle of Nun Street.

Conditionals:

Day 2, 23:30-13:00 — CotS is in quad.

Day 6, 19:00-20:30 — CotS is in quad.

QUAD G1: All the buildings here are single-family homes, except for an expensive jewelry shop called the Needle's Point and a condemned, six-story tenement next to it. Nearby, an open manhole allows rainwater and waste to drip into the sewers below.

DM: An elaborately-tattooed woman named Eesafem runs the Needle's Point (a tattoo artist works on the fourth floor of the building). Eesafem claims to know nothing of Edals, but if the heroes buy any jewelry from her, she points out an interesting tattoo on her left arm: It shows an assassin from the Slayers' Brotherhood murdering former Guildmaster Gillian Gildeket while Elad Edals looks on in horror through a window. Eesafem had the scene tattooed on her arm because she feels Edals is innocent; it's her way of speaking out without getting in trouble with the city guards.

Conditionals:

Day 2, 22:30-23:30 — CotS is in quad.

Day 4, 20:00 — Edals enters quad.

Day 4, 20:05-21:00 — Elad Edals runs into a gang of Imsak's city guards. Four guards and two innocent citizens are killed. Edals, only slightly injured, escapes.

Day 6, 18:00-19:00 — CotS is in quad.

QUAD G2: All the six-story buildings are apartments. The rest of the structures are single- or dual-family dwellings. A manhole sits near the NW corner of the quad.

Conditionals:

Day 4, 04:00-20:00 — Elad Edals is in quad.

QUAD G3: Silver Street runs along the western

edge of the quad while Pinchback Alley runs to the east (near a closed manhole). All buildings under four stories are single, dual, or triple-family homes; all taller buildings are apartments.

DM: A band of seven wererats in the sewer has trapped the manhole. Anyone who steps near the cover and fails a Dexterity check falls through to the sewers, suffering 2d6 points of damage. The seven wererats attack the victim on the next round.

QUAD G4: Gold Street runs through the center of the quad; a manhole sits at the north end of the street. A toy shop owned by Verria (a woman who seems kindly but is a secret member of the Thieves' Guild and the Slayers' Brotherhood) lies near the SE corner of the quad. The rest of the buildings consist of moneylenders, money changers, gambling houses, and low-cost flophouses.

DM: After Day 03:00 on Day 5, people in this quad think they can give the heroes information to help find Edals. Unfortunately, the clues actually lead the heroes to the current location of Club Blood.

Conditionals:

Day 1, 21:30-22:30 — CB is in quad.

Day 5, 01:30-03:00 — CB is in quad. They overreact when a moneylender refuses to give them a loan and accidentally kill him.

QUAD G5: All the buildings here are homes of sages, black wizards, white wizards, and local historians who work at the Great Library in quad F6. The center of the quad is a trimmed and elevated park. Unfortunately, the sewer system runs under the park, polluting the swimming pool and sending forth horrible odors.

DM: The historians and librarians in the area know the facts of Edals's past.

Conditionals:

Day 1, 22:30-07:30 — CB is in quad.

Day 5, 03:00-04:30 — CB is in quad.

QUAD G6: Pimp Street runs through the center of the quad, with an open manhole at the southern edge. Gems & Jewelry, a shop run by a small man named Rennago, buys and sells gems of all kinds. All other buildings are either hotels, bath houses, or tenements.

DM: Gems & Jewelry is guarded by a security team of five fighters (of levels 1d4+2).

Conditionals:

Day 2, 07:30-08:30 — CB is in quad.

Day 3, 16:00-17:00 — TP is in quad.

Day 5, 04:30-06:00 — CB is in quad.

QUAD G7: All the buildings here are homes of sages, black wizards, white wizards, and local historians who work at the Great Library in quad F6.

DM: The sages and historians know the facts of Edals's past. The wizards (all levels 1d4+5) are available for hire for 10 gr per day per level.

Conditionals:

Day 3, 12:00-14:00 — TP is in quad.

Day 3, 15:00-16:00 — TP is in quad.

QUAD G8: The Street of the Thinkers runs along the top portion of the quad; Whore Street, which cuts along the SE corner, has an open manhole to the sewers below.

Conditionals:

Day 3, 10:30-12:00 — TP is in quad.

Day 3, 14:00-15:00 — TP is in quad.

QUAD G9: Whore Street intersects with the Street of the Thinkers in the NW corner of the quad. In the NE corner, the second floor of a two-story building is the home of Carroway the Cartographer.

DM: If asked, Carroway knows nothing of Edals. However, he does note that an old man recently commissioned a set of detailed maps of the Temple District, focusing on the buildings on either side of the Street of the Gods. Carroway says that the man picked up the maps on Day 2. (The man was a disguised accomplice of Edals.)

QUAD H0: Nun Street runs along the western edge of the quad, next to grain silos, meeting Craft Street in the center. Copper Court branches off from Craft Street, leading north to the Needle's Point (a jewelry shop).

Conditionals:

Day 1, 10:00-10:30 — OEF is in quad.

Day 2, 11:00-11:30 — OEF is in quad.

Day 3, 12:00-12:30 — OEF is in quad.

Day 4, 13:30-14:00 — OEF is in quad.

Day 6, 06:00-06:30 — OEF is in quad.

Day 7, 07:00-07:30 — OEF is in quad.

QUAD H1: Craft Street just cuts into the SW corner of the quad; Copper Court juts into the NW corner. The rest of the area is filled with small homes and tall tenements.

Conditionals:

Day 2, 21:30-22:30 — CotS is in quad.

Day 6, 17:00-18:00 — CotS is in quad. When the residents realize this, they pour into the street and threaten the thugs with daggers and staves. CotS promptly leave.

QUAD H2: Silver Street runs along the eastern edge of the quad, a manhole cover in the NE corner. A close nest of small homes takes up the NW corner.

Conditionals:

Day 2, 20:30-21:30 — CotS is in quad.

Day 4, 02:00-04:00 — Elad Edals is in quad.

Day 6, 16:00-17:00 — CotS is in quad.

QUAD H3: Pinchback Alley cuts the quad in half. Homes converted into business and fence shops line either side of the alley, creating a hotbed of intrigue and illegal activities.

DM: Unusual services and dangerous information is always for sale in this area. For 100 gold rilks, a hoodlum gives the heroes Edals's "location," although it's an outright lie.

QUAD H4: Gold Street bisects the quad, with a shady tavern called the Rat's Nest on the east side of the street.

DM: The Rat's Nest is a good place for the heroes to hire warriors (levels 1-3) for as little as 1 gr per day. Of course, warriors that come so cheap aren't the best fighters in town.

Conditionals:

Day 1, 20:30-21:30 — CB is in quad.

Day 5, 00:30-01:30 — CB is in quad.

QUAD H5: This quad is crowded with finely crafted, upper-class homes. Two main alleys form an "X" in the center. The city guard rarely visits the area, making it a bed of corruption and theft. As a result, the wealthy residents employ mercenaries to patrol their grounds.

QUAD H6: Pimp Street bisects the quad, with a manhole at the northern edge.

QUAD H7: This quad is filled with middle- to lower-upper-class homes. As the area gets little or no security help from the city guard, the residents use a community watch system. They take turns patrolling the streets, carrying whatever weapons they please and shrill whistles to blow when trouble brews.

DM: If the heroes enter the area with weapons drawn, the citizen currently on patrol blows his whistle. Within 1d3 rounds, the street is filled with 25 0-level and 15 1st-level warriors eager to put down potential troublemakers. The heroes can avoid a fight by lowering their weapons and calmly explaining their goal.

QUAD H8: Whore Street runs through the center of the quad near the House of Red Lanterns, a six-story building and the city's most infamous brothel.

Conditionals:

Day 2, 21:00-10:30 — TP is in quad.

QUAD H9: Foul sewage ditches pollute the eastern half of this quad. Due to the constant smell, the apartments that fill the rest of the quad can be rented very cheaply.

QUAD I0: Nun Street runs along the western edge of the quad, near the grain silos to the west. The buildings on the east side of Nun Street cater to the silo workers, providing clinics, taverns, inns, and brothels.

Conditionals:

Day 1, 09:30-10:00 — OEF is in quad.
Day 1, 10:30-10:45 — OEF is in quad.
Day 2, 10:30-11:00 — OEF is in quad.
Day 2, 11:30-11:45 — OEF is in quad.
Day 3, 11:30-12:00 — OEF is in quad.
Day 3, 12:30-12:45 — OEF is in quad.
Day 4, 13:00-13:30 — OEF is in quad.
Day 4, 14:00-14:15 — OEF is in quad.
Day 6, 05:30-06:00 — OEF is in quad.
Day 6, 06:30-06:45 — OEF is in quad.
Day 7, 06:30-07:00 — OEF is in quad.
Day 7, 07:30-07:45 — OEF is in quad.

QUAD I1: Craft Street runs near the northern edge of the quad. Rugo the Rich, a financier who loans money for business ventures, has a shop near the eastern edge of the quad.

DM: If the heroes ask, Rugo agrees to loan them 500 gold rilks for use in their pursuit of Edals, hoping to cash in on the party's popularity if it's successful. Rugo hides his money well; a thief who tries to steal from him has only a 5% chance of success of finding anything.

Conditionals:

Day 1, 10:45-11:00 — OEF is in quad.
Day 2, 11:45-12:00 — OEF is in quad.
Day 2, 18:30-19:30 — CotS is in quad.
Day 3, 12:45-13:00 — OEF is in quad.
Day 4, 14:15-14:30 — OEF is in quad.
Day 6, 06:45-07:00 — OEF is in quad.
Day 6, 14:00-15:00 — CotS is in quad.
Day 7, 07:45-08:00 — OEF is in quad.

QUAD I2: Silver Street and Craft Street intersect in the center of the quad. The financier Rugo the Rich has a shop on the western side.

DM: For information about Rugo, see the description for quad I1.

Conditionals:

Day 1, 11:00-11:30 — OEF is in quad.
Day 2, 12:00-12:30 — OEF is in quad.
Day 2, 19:30-20:30 — CotS is in quad.
Day 3, 13:00-13:30 — OEF is in quad.
Day 4, 00:30-02:00 — Elad Edals is in quad.
Day 4, 14:30-15:00 — OEF is in quad.
Day 6, 07:00-07:30 — OEF is in quad.
Day 6, 15:00-16:00 — CotS is in quad.
Day 7, 08:00-08:30 — OEF is in quad.

QUAD I3: Craft Street runs through the middle, where it crosses Pinchback Alley.

Conditionals:

Day 3, 21:30-22:30 — Elad Edals is in quad.
Day 3, 23:30-00:30 — Elad Edals is in quad.

QUAD I4: Gold Street and Craft Street cross near the center of the quad. The Blacksmiths' Guild is at the NE corner of the intersection.

DM: If asked for any information about Edals, the members of the Blacksmiths' Guild tell the heroes to try the House of Knowledge near the corner of Gold Street and Craft Street (in quad J3).



Conditionals:

Day 1, 19:30-20:30 — CB is in quad.
 Day 3, 22:30-23:30 — Elad Edals is in quad.
 Day 4, 23:30-00:30 — CB is in quad.

QUAD I5: Craft Street runs through the quad's southern border.

QUAD I6: Craft Street and Pimp Street intersect near the center of the southern edge. There, a manhole with a latch that locks from below allows wererats to reach the surface world. Sages think this very manhole was the main point of entry for the last wererat invasion. The Sweetshop is located on the NE corner of the intersection. The owner, Harrag, is known throughout the continent as the finest living candymaker, catering to the Overlord himself.

DM: If Harrag is injured or killed during the manhunt, the Overlord demands a full-scale investigation of the crime. If the heroes are responsible for harming Harrag, they'll be wanted criminals in 1d4 days.

Conditionals:

Day 1, 16:45-17:00 — OEF is in quad.

Day 2, 17:45-18:00 — OEF is in quad.
 Day 3, 18:45-19:00 — OEF is in quad.
 Day 4, 20:15-20:30 — OEF is in quad.
 Day 6, 12:45-13:00 — OEF is in quad.
 Day 7, 13:45-14:00 — OEF is in quad.

QUAD I7: Craft Street runs along the southern border of the quad, with a manhole in the center. The Sweetshop is located just north of Craft Street at the quad's western edge. Laaryana's Wig Shop, the best place for wigs, costumes, and makeup, sits in the quad's SE corner.

DM: Laaryana knows nothing of Edals, but she'll sell the heroes wigs and other disguises to help them in their manhunt. For information on the Sweetshop, see quad I6.

Conditionals:

Day 1, 17:00-17:30 — OEF is in quad.
 Day 2, 18:00-18:30 — OEF is in quad.
 Day 3, 19:00-19:30 — OEF is in quad.
 Day 4, 20:30-21:00 — OEF is in quad.
 Day 6, 13:00-13:30 — OEF is in quad.
 Day 7, 14:00-14:30 — OEF is in quad.

QUAD I8: Whore Street and Craft Street intersect near the quad's SE corner. Laaryana's Wig Shop sits at the quad's SW corner.

Conditionals:

Day 1, 17:30-18:00 — OEF is in quad.
Day 2, 18:30-19:00 — OEF is in quad.
Day 2, 20:00-21:00 — TP is in quad.
Day 3, 19:30-20:00 — OEF is in quad.
Day 4, 21:00-21:30 — OEF is in quad.
Day 6, 13:30-14:00 — OEF is in quad.
Day 7, 14:30-15:00 — OEF is in quad.

QUAD I9: Craft Street runs through the quad's southern edge. Rathmar the glass blower runs a shop on the bottom of a six-story building on the south side of the street.

DM: Rathmar will pay the heroes 100 gold rilks to clean up the ditches in quad H9; the horrid smell often blows toward his building.

QUAD J0: Nun Street barely cuts into the quad's NW corner. The rest of the quad is filled with hotels, bars, and stables.

Conditionals:

Day 1, 09:00-09:30 — OEF is in quad.
Day 2, 10:00-10:30 — OEF is in quad.
Day 3, 11:00-11:30 — OEF is in quad.
Day 4, 12:30-13:00 — OEF is in quad.
Day 6, 05:00-05:30 — OEF is in quad.
Day 7, 06:00-06:30 — OEF is in quad.

QUAD J1: Most of the quad is filled with the ruins of an old theater house known for its adult vaudeville performances.

Conditionals:

Day 2, 15:30-16:30 — CotS is in quad.
Day 2, 17:30-18:30 — CotS is in quad.
Day 6, 01:00-12:00 — CotS is in quad.
Day 6, 13:00-14:00 — CotS is in quad.

QUAD J2: Silver Street runs near the western edge of the quad. A market is located in the quad's SE corner.

Conditionals:

Day 1, 11:30-12:00 — OEF is in quad.
Day 2, 12:30-13:00 — OEF is in quad.
Day 3, 13:30-14:00 — OEF is in quad.
Day 4, 15:00-15:30 — OEF is in quad.
Day 6, 07:30-08:00 — OEF is in quad.

Day 7, 08:30-09:00 — OEF is in quad.

QUAD J3: A market is located in the SW corner. The House of Knowledge, a premium place for sage advice, sits at the center of the quad's eastern edge. A network of spies keep the sages apprised of the movements and locations of everyone involved in the manhunt.

DM: For 3 gr, the sages reveal the current location of any manhunt team. Their information on Edals, however, is two quads behind.

Conditionals:

Day 3, 20:30-21:30 — Elad Edals is in quad.

QUAD J4: Gold Street bisects the quad. A manhole lies in the middle of the street.

Conditionals:

Day 1, 15:00 — A grocer is robbed by three masked thieves; he refuses to cooperate and is seriously wounded.

Day 1, 18:30-19:30 — CB is in quad.

Day 3, 19:00-20:30 — Elad Edals is in quad.

Day 4, 22:30-23:30 — CB is in quad.

QUAD J5: The Merchants' Consortium Guildhouse is the three-story building at the quad's NE corner. Because of the threat from Edals, no fewer than 30 (2d10+28) warriors of various levels (2d4) guard the entrance or patrol the building at all times, ready to defend against an attack.

DM: If the heroes ask anyone at the guildhouse about Edals or the threatened assassination, the guildmembers respond that they're not afraid of the base assassin; their superior numbers and forces can withstand any attack. In fact, the guildmembers are proud to reveal that Guildmaster Kollinar's planning a parade down the Street of the Gods on Day 7 to show that he can't be forced into hiding by threats. Of course, he'll be surrounded by guards at all times.

Conditionals:

Day 3, 18:30-19:00 — Elad Edals is in quad, but decides against attacking the guild.

Day 6, 16:00 — Ten thugs who support Edals try to raid the Guildhouse; three are killed and the other seven flee. The Merchants' Consortium issues a reward of 500 gr for anyone who can lead them to the seven.

QUAD J6: Pimp Street runs through the center of the quad. A two-story building's second floor spans the street, combining two buildings into one. The eastern half of the structure is a tavern, the western half an inn, and a series of high-priced merchants have shops in the skywalk.

Conditionals:

Day 1, 16:30-16:45 — OEF is in quad.
Day 2, 17:30-17:45 — OEF is in quad.
Day 3, 18:30-18:45 — OEF is in quad.
Day 4, 20:00-20:15 — OEF is in quad.
Day 6, 12:30-12:45 — OEF is in quad.
Day 7, 13:30-13:45 — OEF is in quad.

QUAD J7: The quad is filled with small, middle-class homes. A sewer grate can be found in an alley. Laaryana's Wig Shop sits in the quad's NE corner.

DM: For information on the Wig Shop, refer to the description for quad I7.

QUAD J8: Whore Street runs near the eastern edge; Laaryana's Wig Shop is found in the NW corner.

DM: For information on the Wig Shop, refer to the description for quad I7.

Conditionals:

Day 1, 18:00-18:30 — OEF is in quad.
Day 2, 19:00-19:30 — OEF is in quad.
Day 2, 19:00-20:00 — TP is in quad.
Day 3, 20:00-20:30 — OEF is in quad.
Day 4, 21:30-22:00 — OEF is in quad.
Day 6, 14:00-14:30 — OEF is in quad.
Day 7, 15:00-15:30 — OEF is in quad.

QUAD J9: This quad is filled with middle-class and lower-middle-class houses. The buildings on the southern and eastern edge are multifamily dwellings.

Conditionals:

Day 3, 23:00-23:30 — Six ruffians ravage the homes, looking for Edals and stealing valuables in the process. Two ruffians die and 12 residents are injured in scuffles. A rumor circulates that OEF is responsible.

QUAD K0: This quad is crammed with small residences owned by multigenerational families.

Conditionals:

Day 2, 14:30-15:30 — CotS is in quad.
Day 6, 00:00-01:00 — CotS is in quad.

QUAD K1: Silver Street runs through the SE corner of the quad. Most of the houses are owned by multigenerational families.

Conditionals:

Day 1, 12:15-12:30 — OEF is in quad.
Day 2, 13:15-13:30 — OEF is in quad.
Day 2, 13:30-14:30 — CotS is in quad.
Day 2, 16:30-17:30 — CotS is in quad.
Day 3, 14:15-14:30 — OEF is in quad.
Day 4, 15:45-16:00 — OEF is in quad.
Day 5, 23:30-00:00 — CotS is in quad.
Day 6, 08:15-08:30 — OEF is in quad.
Day 6, 12:00-13:00 — CotS is in quad.
Day 7, 09:15-09:30 — OEF is in quad.

QUAD K2: Silver Street runs along the NW corner of the quad. A market is located on the quad's eastern side.

DM: One of the merchants in the market sells statues by Slaarg, a sculptor who lives on Cash Street. The merchant has a bitter rivalry with a seller on the eastern side of the market who sells statues by Rokkermas, Slaarg's brother. The two sculptors dislike each other, and their representative merchants have also developed a feud. The western merchant will pay the heroes 10 gr if they disrupt the eastern merchant's business.

Conditionals:

Day 1, 12:00-12:15 — OEF is in quad.
Day 2, 13:00-13:15 — OEF is in quad.
Day 3, 14:00-14:15 — OEF is in quad.
Day 4, 15:30-15:45 — OEF is in quad.
Day 6, 08:00-08:15 — OEF is in quad.
Day 7, 09:00-09:15 — OEF is in quad.

QUAD K3: Gold Street cuts through the quad SE corner. A market is located along the quad's western border.

DN: As explained in quad K2, two merchants in the marketplace are rivals. The merchant in this quad will pay the heroes 20 gr to disrupt the business of the merchant in quad K2. If the heroes play their cards right, they can go back and forth between the two merchants and getting each to keep increasing the payment for hassling the other. The heroes might be able to walk away with a tidy sum.

QUAD K4: Gold Street runs through the quad's NW corner.

Conditionals:

Day 1, 17:30-18:30 — CB is in quad.

Day 4, 14:00-22:30 — CB is in quad.

QUAD K5: Pimp Street barely cuts through the quad's SE corner, where a manhole opens to the sewers below.

Conditionals:

Day 3, 06:30-18:30 — Elad Edals is in quad.

QUAD K6: Pimp Street runs along the western edge of the quad.

Conditionals:

Day 1, 16:00-16:30 — OEF is in quad.

Day 2, 17:00-17:30 — OEF is in quad.

Day 3, 18:00-18:30 — OEF is in quad.

Day 4, 19:30-20:00 — OEF is in quad.

Day 6, 12:00-12:30 — OEF is in quad.

Day 7, 13:00-13:30 — OEF is in quad.

QUAD K7: This quad is filled with rental property leased by lower-middle-class single people or newlyweds.

QUAD K8: Whore Street runs from the SW corner to the NE corner of this quad.

Conditionals:

Day 1, 18:30-19:00 — OEF is in quad.

Day 2, 18:00-19:00 — TP is in quad.

Day 2, 19:30-20:00 — OEF is in quad.

Day 3, 20:30-21:00 — OEF is in quad.

Day 4, 22:00-22:30 — OEF is in quad.

Day 6, 14:30-15:00 — OEF is in quad.

Day 7, 15:30-16:00 — OEF is in quad.

QUAD K9: Many alleys wind their way through the low-cost housing in this quad, which is rented by inexperienced thieves or poorer members of the guilds.

DM: A 2nd-level thief named Garg tries to pick the heroes' pockets as they walk through the alleys. If caught or attacked, he tries to buy his freedom by revealing that a thief named Nerka—who lives somewhere near the Slayers' Brotherhood guildhouse—knows the details of Edals's assassination attempt.

QUAD L0: Cash Street cuts along the SW corner of the quad. Many high-quality businesses and merchants own storefronts along this street.

Conditionals:

Day 1, 07:45-09:00 — OEF is in quad.

Day 1, 22:00-23:00 — CotS is in quad.

Day 2, 08:45-10:00 — OEF is in quad.

Day 3, 09:45-10:00 — OEF is in quad.

Day 4, 11:15-12:30 — OEF is in quad.

Day 5, 21:00-22:00 — CotS is in quad.

Day 6, 03:45-05:00 — OEF is in quad.

Day 7, 04:45-06:00 — OEF is in quad.

QUAD L1: Silver Street cuts through the quad near the eastern border. The octagonal building at the southern edge of the quad is Artful Hands, an apartment house run by the Thieves' Guild to give apprentice thieves somewhere to live and practice. A mild-mannered tavern called the Whistling Fish sits in the SE corner of this quad.

DM: If the heroes try to recruit any hirelings in the Whistling Fish, they find that the patrons of the tavern prefer to debate, not fight.



Conditionals:

Day 1, 12:30-13:00 — OEF is in quad.
Day 1, 23:00-13:30 — CotS is in quad.
Day 2, 13:30-14:00 — OEF is in quad.
Day 3, 14:30-15:00 — OEF is in quad.
Day 4, 16:00-16:30 — OEF is in quad.
Day 5, 22:00-23:30 — CotS is in quad.
Day 6, 08:30-09:00 — OEF is in quad.
Day 7, 09:30-10:00 — OEF is in quad.

QUAD L2: A market is located along the quad's northern border. The Whistling Fish tavern sits in the SW corner. The seven-story building at the southern edge is the Heralds' and Messengers' Guild, where runners can be hired to deliver messages throughout the city.

QUAD L3: Gold Street runs through the quad; a manhole sits in the middle of the street. A market sprawls in the NW corner.

Conditionals:

Day 6, 12:00-12:15 — Seven young hoodlums run through the marketplace, upsetting carts, spilling grain, and releasing pigs and chickens. Three of the juveniles are caught and jailed.

QUAD L4: Most of the quad is filled with low-income housing (inns and tenements).

Conditionals:

Day 1, 16:30-17:30 — CB is in quad.
Day 4, 13:00-14:00 — CB is in quad.

QUAD L5: Pimp Street winds along the eastern edge of the quad. A manhole sits on the NE corner.

Conditionals:

Day 1, 15:30-15:45 — OEF is in quad.
Day 2, 16:30-16:45 — OEF is in quad.
Day 3, 05:00-06:30 — Elad Edals is in quad.
Day 3, 17:30-17:45 — OEF is in quad.
Day 4, 19:00-19:15 — OEF is in quad.
Day 6, 11:30-11:45 — OEF is in quad.
Day 7, 12:30-12:45 — OEF is in quad.

QUAD L6: The buildings here are houses and apartments rented to lower-middle-class citizens. The city guards usually ignore cries for help from this area. The quad has a manhole in the NW corner.

Conditionals:

Day 1, 15:45-16:00 — OEF is in quad.
Day 2, 16:45-17:00 — OEF is in quad.
Day 3, 03:30-05:00 — Elad Edals is in quad.
Day 3, 17:45-18:00 — OEF is in quad.
Day 4, 19:15-19:30 — OEF is in quad.
Day 6, 11:45-12:00 — OEF is in quad.
Day 7, 12:45-13:00 — OEF is in quad.

QUAD L7: Bistro the Potter is located in the three-story building at the quad's southern edge. Whore Street cuts through the SE corner.

Conditionals:

Day 1, 19:00-19:30 — OEF is in quad.
Day 2, 20:15-20:30 — OEF is in quad.
Day 3, 21:15-21:30 — OEF is in quad.
Day 4, 22:45-23:00 — OEF is in quad.
Day 6, 15:15-15:30 — OEF is in quad.
Day 7, 16:15-16:30 — OEF is in quad.

QUAD L8: Whore Street runs along the quad's NW corner. A sewer grate can be found in a small alley near the quad's SE corner, surrounded by slums.

Conditionals:

Day 1, 19:00-19:00 — OEF is in quad.
Day 2, 14:30-15:30 — TP is in quad.
Day 2, 17:00-18:00 — TP is in quad.
Day 2, 20:00-20:15 — OEF is in quad.
Day 3, 21:00-21:15 — OEF is in quad.
Day 4, 22:30-22:45 — OEF is in quad.
Day 6, 15:00-15:15 — OEF is in quad.
Day 7, 16:00-16:15 — OEF is in quad.

QUAD L9: This quad is littered with small businesses, attached houses, restaurants, taverns, stables, and apartments. Cheap Street barely nicks the SE corner of the quad.

Conditionals:

Day 2, 15:30-17:00 — TP is in quad.

QUAD M0: Cash Street runs through the NE corner of the quad. Many high-quality businesses and merchants own storefronts along this street. The Guard Barracks (where Commandant Mannimark is found) sits on the south side of the street. A sewer grate is just south of the barracks.

DM: If the heroes visit the barracks during the

hunt, Mannimark asks for a report on their progress and urges them to continue the search.

Conditionals:

Day 1, 07:30-07:45 — OEF is in quad.
Day 1, 21:00-22:00 — CotS is in quad.
Day 2, 08:30-08:45 — OEF is in quad.
Day 3, 09:30-09:45 — OEF is in quad.
Day 4, 11:00-11:15 — OEF is in quad.
Day 5, 20:00-21:00 — CotS is in quad.
Day 6, 03:30-03:45 — OEF is in quad.
Day 7, 04:30-04:45 — OEF is in quad.

QUAD M1: Silver Street and Cash Street cross near the center of the quad. Many high-quality businesses and merchants own storefronts along these streets. The octagonal building near the NW corner is Artful Hands, the thieves' apartment house.

DM: A wealthy but paranoid gem merchant named Jengao lives in the southernmost building to the east of Silver Street. He'll pay the heroes 10 gr each to deliver gems to Rennago's Gems & Jewelry on Pimp Street (in quad G6).

Conditionals:

Day 1, 07:00-07:30 — OEF is in quad.
Day 1, 13:00-13:30 — OEF is in quad.
Day 2, 08:00-08:30 — OEF is in quad.
Day 2, 14:00-14:30 — OEF is in quad.
Day 3, 09:00-09:30 — OEF is in quad.
Day 3, 15:00-15:30 — OEF is in quad.
Day 4, 10:30-11:00 — OEF is in quad.
Day 4, 16:30-17:00 — OEF is in quad.
Day 6, 03:00-03:30 — OEF is in quad.
Day 6, 09:00-09:30 — OEF is in quad.
Day 7, 04:00-04:30 — OEF is in quad.
Day 7, 10:00-10:30 — OEF is in quad.

QUAD M2: Cash Street runs through the center of the quad while Gold Street runs along the eastern edge. Many high-quality businesses and merchants own storefronts along Cash Street. Slaarg and Rokkermas, two sculptor brothers who hate each other, own the skywalk-connected buildings: Slaarg the north and Rokkermas the south. The Whistling Fish tavern sits in the NW corner of the quad. The Heralds' and Messengers' Guild is located in the central northern building. The House of Knives (a place for cutlery and small, edged weapons) is found in the NE corner.

Conditionals:

Day 1, 13:30-14:00 — OEF is in quad.
Day 2, 14:30-15:00 — OEF is in quad.
Day 3, 15:30-16:00 — OEF is in quad.
Day 4, 17:00-17:30 — OEF is in quad.
Day 6, 09:30-10:00 — OEF is in quad.
Day 7, 10:30-11:00 — OEF is in quad.

QUAD M3: Cash Street meets Gold Street near the center of the quad. Many businesses and merchants own storefronts here, including the House of Knives in the NW corner.

Conditionals:

Day 1, 14:00-14:30 — OEF is in quad.
Day 2, 15:00-15:30 — OEF is in quad.
Day 3, 16:00-16:30 — OEF is in quad.
Day 4, 17:30-18:00 — OEF is in quad.
Day 6, 10:00-10:30 — OEF is in quad.
Day 7, 11:00-11:30 — OEF is in quad.

QUAD M4: Cash Street runs through the center of the quad. Many high-quality businesses and merchants own storefronts along this street.

Conditionals:

Day 1, 14:30-15:00 — OEF is in quad.
Day 1, 15:30-16:30 — CB is in quad.
Day 2, 15:30-16:00 — OEF is in quad.
Day 3, 16:30-17:00 — OEF is in quad.
Day 4, 12:00-13:00 — CB is in quad.
Day 4, 18:00-18:30 — OEF is in quad.
Day 6, 10:30-11:00 — OEF is in quad.
Day 7, 11:30-12:00 — OEF is in quad.

QUAD M5: Cash Street and Pimp Street cross in the center of the quad. Many high-quality businesses and merchants own storefronts along these streets. The First Steppes, a place to outfit adventurers for long expeditions, lies on the SW corner of the intersection.

DM: Ooslip the Mingol, owner of The First Steppes, can provide the heroes with any reasonable equipment they need for the manhunt.

Conditionals:

Day 1, 14:30-15:30 — CB is in quad.
Day 1, 15:00-15:30 — OEF is in quad.
Day 2, 16:00-16:30 — OEF is in quad.
Day 3, 00:00-01:30 — Elad Edals is in quad.
Day 3, 17:00-17:30 — OEF is in quad.
Day 4, 11:00-12:00 — CB is in quad.

Day 4, 18:30-19:00 — OEF is in quad.
Day 6, 11:00-11:30 — OEF is in quad.
Day 7, 12:00-12:30 — OEF is in quad.

QUAD M6: Cash Street runs through the center of the quad. Many businesses and merchants own storefronts along this street. Iriam the silversmith has a shop in the middle of the quad.

Conditionals:

Day 1, 13:30-14:30 — CB is in quad.
Day 3, 01:30-03:30 — Elad Edals is in quad.
Day 4, 10:00-11:00 — CB is in quad.
Day 6, 23:45 — A poor beggar is found dead in front of the silversmith's shop. Iriam, working late in his shop, saw a small gang of thugs kill the vagrant. However, he denies any knowledge of the crime for fear of retaliation.

QUAD M7: Cash Street and Whore Street cross near the eastern edge of the quad. Many merchants and taverns own storefronts along this street. A manhole sits in the center of the intersection, and Bistro the Potter has a shop on the northern edge. The Golden Lamprey, Lankmar's most famous tavern, sits near the center of the quad.

DM: The Golden Lamprey is a good source of hirelings. The heroes can hire up to four NPCs of levels 1d3+2. Each hired NPC has a 10% chance of being secretly loyal to Edals and turning on the heroes at an inopportune time.

Conditionals:

Day 1, 19:30-19:45 — OEF is in quad.
Day 2, 20:30-20:45 — OEF is in quad.
Day 3, 21:30-21:45 — OEF is in quad.
Day 4, 23:00-23:15 — OEF is in quad.
Day 6, 15:30-15:45 — OEF is in quad.
Day 7, 16:30-16:45 — OEF is in quad.

QUAD M8: Cash Street runs through the center of the quad. Many high-quality businesses and merchants own storefronts along this street.

Conditionals:

Day 1, 19:45-20:00 — OEF is in quad.
Day 2, 03:00-04:30 — Elad Edals is in quad.
Day 2, 13:30-14:30 — TP is in quad.
Day 2, 20:45-21:00 — OEF is in quad.
Day 3, 21:45-22:00 — OEF is in quad.
Day 4, 23:15-23:30 — OEF is in quad.

Day 6, 15:45-16:00 — OEF is in quad.
Day 7, 16:45-17:00 — OEF is in quad.

QUAD M9: Cash Street and Cheap Street cross near the center of the quad, close to a sewer grate. Many businesses and merchants own storefronts along these streets. Gilli the Pleader has set up a barrister's shop at the northern edge of the quad.

DM: If the heroes have good reason, Gilli the Pleader will give them a writ allowing them to search and ransack any one specific building for Edals. The writ prevents the heroes from losing any social levels for such an action.

Conditionals:

Day 1, 20:00-05:00 — OEF is in quad.
Day 2, 01:30-03:00 — Elad Edals is in quad.
Day 2, 21:00-06:00 — OEF is in quad.
Day 3, 22:00-07:30 — OEF is in quad.
Day 4, 23:30-00:00 — OEF is in quad.
Day 6, 16:00-01:00 — OEF is in quad.
Day 7, 17:00-18:00 — OEF is in quad.

QUAD N0: Silver Street runs through the SE corner of the quad. The NW corner contains a tightly knit group of houses that caters to the illegal element of the city. Most of the houses are restored homes, converted into fences and flophouses.

Conditionals:

Day 1, 06:30-06:45 — OEF is in quad.
Day 1, 19:00-20:00 — CotS is in quad.
Day 2, 07:30-07:45 — OEF is in quad.
Day 3, 08:30-08:45 — OEF is in quad.
Day 4, 10:00-10:15 — OEF is in quad.
Day 5, 18:00-19:00 — CotS is in quad.
Day 6, 02:30-02:45 — OEF is in quad.
Day 7, 03:30-03:45 — OEF is in quad.

QUAD N1: Silver Street runs through the NW corner of the quad. Jengao's House is on the east side of the street, at the northern edge of the quad.

Conditionals:

Day 1, 06:45-07:00 — OEF is in quad.
Day 2, 07:45-08:00 — OEF is in quad.
Day 3, 08:45-09:00 — OEF is in quad.
Day 4, 10:15-10:30 — OEF is in quad.
Day 6, 02:45-03:00 — OEF is in quad.
Day 7, 03:45-04:00 — OEF is in quad.

QUAD N2: Gold Street runs through the east edge of the quad. An alley cuts diagonally (NW to SE) through the quad, and an importer of illegal spell components often conducts secret trades in the alley.

QUAD N3: Gold Street runs along the western edge of the quad, and a manhole sits in the street near the SW corner.

DM: Myrria, the daughter of a prominent member of the Moneylenders' Guild, has a mansion near the northern edge of the quad. If any male hero questions her, she takes an interest in the character and insists on joining the search for Edals. Unfortunately, she sees it more as a fun game than as a deadly hunt.

QUAD N4: Pimp Street slices through the quad's SE corner. The quad is filled with relatively large alleys lined with tents and shacks to house the homeless. The widest alley is Censors Avenue, which meanders diagonally through the quad.

Conditionals:

Day 1, 08:30-09:30 — CB is in quad.

Day 4, 05:00-06:00 — CB is in quad.

QUAD N5: Pimp Street and Cutthroat Alley cross near the SW corner of the quad. A sewer grate sits in the center of the intersection. The center building at the southern edge of the quad is the Clean Chin, a barbershop run by an old man named Nalegrim.

DM: Nalegrim also disposes of bodies for the Slay-ers' Brotherhood; the heroes may find (or smell) a corpse stored in the back room.

Conditionals:

Day 1, 09:30-10:30 — CB is in quad.

Day 1, 11:30-12:30 — CB is in quad.

Day 2, 23:00-00:00 — Elad Edals is in quad.

Day 4, 06:00-07:00 — CB is in quad.

Day 4, 08:00-09:00 — CB is in quad.

QUAD N6: This quad is packed with small houses filled with middle-class citizens. Many houses have other shacks built on top of them, creating a mountain of living quarters. The Horse & Cart, the most expensive and snooty inn in the district, sits by the southern edge of the quad.



Conditionals:

Day 1, 12:30-13:30 — CB is in quad.

Day 2, 18:00-19:30 — Elad Edals is in quad.

Day 4, 09:00-10:00 — CB is in quad.

QUAD N7: Acacia Avenue and Whore Street cross near the northern edge of the quad. Fleeria's House of Pleasure, a famous, low-class brothel, sits in the quad's NE corner.

Conditionals:

Day 2, 16:30-18:00 — Elad Edals is in quad.

QUAD N8: Cheap Street and Acacia Avenue cross near the eastern edge of the quad; a manhole sits in the intersection. Fleeria's House of Pleasure lies in the NW corner of the quad; Himakkos the writer works in a building near the NE corner.

DM: Himakkos has been secretly working on a biography of Elad Edals. For 500 gr, he allows the heroes to see the pages he's completed so far, detailing the honor and courage with which Edals served in the Ilthmart army. Himakkos believes that Edals is innocent of former Guildmaster Gildeket's murder.

Conditionals:

Day 2, 04:30-16:30 — Elad Edals is in quad.

Day 2, 12:30-13:30 — TP is in quad.

QUAD N9: Cheap Street cuts through the NW corner of the quad. The quad is filled with respectable middle- and lower-middle-class housing.

Conditionals:

Day 2, 00:00-01:30 — Elad Edals is in quad.

Day 2, 11:00-12:30 — TP is in quad.

QUAD O0: Barter Street and Silver Street intersect in this quad. The Jewelers' Guildhouse, a famous and well-defended building, sits along the quad's southern border near the SE corner. A manhole sits on Barter Street, near the western edge of the quad.

DM: The Jewelers' Guildhouse is protected by 3d4 1st-level, 2d6 2nd-level, 2d4 3rd-level, 1d6 4th-level, and 1d4 5th-level warriors.

Conditionals:

Day 1, 06:15-06:30 — OEF is in quad.

Day 1, 16:00-17:00 — CotS is in quad.

Day 1, 18:00-19:00 — CotS is in quad.

Day 2, 07:15-07:30 — OEF is in quad.

Day 3, 08:15-08:30 — OEF is in quad.

Day 4, 09:45-10:00 — OEF is in quad.

Day 5, 15:00-16:00 — CotS is in quad.

Day 5, 17:00-18:00 — CotS is in quad.

Day 6, 02:15-02:30 — OEF is in quad.

Day 7, 03:15-03:30 — OEF is in quad.

QUAD O1: Barter Street cuts through the quad's SW corner. A woman named Tanitha runs a pet shop across the street from the Jewelers' Guildhouse, where she sells animals of all kinds.

DM: The Thieves' Guild buys animals from Tanitha that are specially trained to commit crimes. For fun, Tanitha gives the heroes a monkey she claims is trained to defend against pickpockets. Instead, the monkey lifts items from other people's pockets and gets the heroes into trouble.

Conditionals:

Day 1, 06:00-06:15 — OEF is in quad.

Day 2, 07:00-07:15 — OEF is in quad.

Day 3, 08:00-08:15 — OEF is in quad.

Day 4, 09:30-09:45 — OEF is in quad.

Day 6, 02:00-02:15 — OEF is in quad.

Day 7, 03:00-03:15 — OEF is in quad.

QUAD O2: Gold Street runs along the eastern edge of the quad.

QUAD O3: Lucretia Alley barely cuts into the SE corner of the quad.

Conditionals:

Day 1, 04:40-04:50 — OEF is in quad.

Day 2, 05:40-05:50 — OEF is in quad.

Day 3, 06:40-06:50 — OEF is in quad.

Day 4, 08:10-08:20 — OEF is in quad.

Day 6, 00:40-00:50 — OEF is in quad.

Day 7, 01:40-01:50 — OEF is in quad.

QUAD O4: Lucretia Alley and Pimp Street cross near the quad's SW corner.

Conditionals:

Day 1, 04:30-04:40 — OEF is in quad.

Day 1, 07:30-08:30 — CB is in quad.

Day 2, 05:30-05:40 — OEF is in quad.

Day 3, 06:30-06:40 — OEF is in quad.

Day 4, 04:00-05:00 — CB is in quad.

Day 4, 08:00-08:10 — OEF is in quad.

Day 6, 00:30-00:40 — OEF is in quad.

Day 7, 01:30-01:40 — OEF is in quad.

QUAD O5: A small market specializing in all types of household goods takes up the central and southern sections of the quad.

DM: At the corner of Pimp Street and Cutthroat Alley lives a thief named Nerka who usually knows most of the underhanded deals afloat in the district. If questioned about Edals—and paid 50 gr—he reveals that he's heard the assassin will strike in late afternoon on Day 7 from one of the temples in the Temple District.

Conditionals:

Day 1, 06:30-07:30 — CB is in quad.

Day 1, 10:30-11:30 — CB is in quad. At 11:15, they get into a fight with the undermaster of the Jewelers' Guildhouse, who's out walking with his family. CB overreact, accidentally killing the entire group.

Day 1, 11:45 — The bodies of the undermaster and his family are discovered and robbed by a member of the Beggars' Guild.

Day 2, 21:00-23:00 — Elad Edals is in quad.

Day 4, 03:00-04:00 — CB is in quad.
Day 4, 07:00-08:00 — CB is in quad.

QUAD O6: Whore Street and Shady Street cross near the SE corner; Whore Street and Cutthroat Alley meet near the NE corner. The expensive Horse & Cart inn lies at the northern edge of the quad. The huge central building is the Slayers' Brotherhood; the building just to the west is the Assassin's Circle, a smaller guildhouse also run by the Brotherhood.

DM: Nonmembers entering the Assassin's Circle without an invitation are attacked. 5d4 assassins (each of level 3d4) fire poisoned arrows until the intruders drop or flee.

Conditionals:

Day 2, 19:30-21:00 — Elad Edals is in quad.

QUAD O7: Shady Street cuts through the heart of the quad, while Whore Street runs along the NW corner. The House of the Bear and the House of Pulgh are on the southern side of the street.

Conditionals:

Day 4, 02:30-16:00 — The House of Pulgh is burned to the ground. The blaze lasts until 5:30 but continues to smolder until fully extinguished at 16:00. The houses nearby suffer smoke damage.

QUAD O8: Shady Street and Cheap Street meet in the center of the quad.

Conditionals:

Day 2, 14:00-14:05 — The house at the NW corner suddenly blows up, and TP are blamed for the explosion.

QUAD O9: Shady Street runs just south of the center of the quad, not far from the Hanged Man Tavern.

DM: The Hanged Man caters to former adventurers (all with potbellies) who'd jump at the chance to join the manhunt for Edals. The heroes can hire 2d4 men (2nd-level fighters) at no cost.

Conditionals:

Day 1, 23:00-00:00 — Elad Edals is in quad.
Day 2, 10:00-11:00 — TP is in quad.

QUAD P0: Sequin Court sweeps along the east-

ern edge of the quad, meeting Barter Street near the Jewelers' Guildhouse in the NE corner. A manhole lies in the SW corner.

DM: For information about the Jewelers' Guildhouse, refer to quad O0.

Conditionals:

Day 1, 15:00-16:00 — CotS is in quad.
Day 5, 14:00-15:00 — CotS is in quad.

QUAD P1: Barter Street runs diagonally through the quad near the NE corner. The street boasts a manhole and a sewer grate, both near the NW corner. Sequin Court cuts through the quad's SW corner.

Conditionals:

Day 1, 05:30-06:00 — OEF is in quad.
Day 1, 14:00-15:00 — CotS is in quad.
Day 2, 06:30-07:00 — OEF is in quad.
Day 3, 07:30-08:00 — OEF is in quad.
Day 4, 09:00-09:30 — OEF is in quad.
Day 5, 13:00-14:00 — CotS is in quad.
Day 6, 01:30-02:00 — OEF is in quad.
Day 7, 02:30-03:00 — OEF is in quad.

QUAD P2: Gold Street and Barter Street cross near the bottom of the quad; a manhole lies just north of the intersection.

Conditionals:

Day 1, 05:00-05:30 — OEF is in quad.
Day 2, 06:00-06:30 — OEF is in quad.
Day 3, 07:00-07:30 — OEF is in quad.
Day 4, 08:30-09:00 — OEF is in quad.
Day 6, 01:00-01:30 — OEF is in quad.
Day 7, 02:00-02:30 — OEF is in quad.

QUAD P3: Lucretia Alley runs along the northern border of the quad; Pimp Street jogs along the SE corner. A manhole sits in the center of Lucretia Alley.

Conditionals:

Day 1, 04:00 — Imsak Jokandor kicks off his plan to capture and kill Edals by launching OEF on its patrol.
Day 1, 04:00-04:15 — OEF is in quad.
Day 1, 04:50-05:00 — OEF is in quad.
Day 2, 05:00-05:15 — OEF is in quad.
Day 2, 05:50-06:00 — OEF is in quad.
Day 3, 06:00-06:15 — OEF is in quad.
Day 3, 06:50-07:00 — OEF is in quad.

Day 4, 07:30-07:45 — OEF is in quad.
Day 4, 08:20-08:30 — OEF is in quad.
Day 6, 00:00-00:15 — OEF is in quad.
Day 6, 00:50-01:00 — OEF is in quad.
Day 7, 01:00-01:15 — OEF is in quad.
Day 7, 01:50-02:00 — OEF is in quad.

QUAD P4: Pimp Street and Shakti Gap cross at the quad's western edge. Towards the east, the brothers Troggis and Ham run a shop called Dyers, where citizens and merchants can have fabric cleaned or colored.

Conditionals:

Day 1, 04:15-04:30 — OEF is in quad.
Day 2, 05:15-05:30 — OEF is in quad.
Day 3, 06:15-06:30 — OEF is in quad.
Day 4, 07:45-08:00 — OEF is in quad.
Day 6, 00:15-00:30 — OEF is in quad.
Day 7, 01:15-01:30 — OEF is in quad.

QUAD P5: Whore Street slices through the quad's SE corner where a skywalk merges two buildings. A small market specializing in all types of household goods sits in the central and southern sections of the quad. The dye shop lies toward the west.

Conditionals:

Day 1, 03:00-04:30 — CB is in quad.
Day 1, 05:30-06:30 — CB is in quad.
Day 4, 00:00-01:00 — CB is in quad.
Day 4, 02:00-03:00 — CB is in quad.

QUAD P6: Whore Street runs diagonally along the quad's NW corner. A sewer grate lies near a small, close-knit community (see quad P7) in the SE corner.

Conditionals:

Day 1, 04:30-05:30 — CB is in quad.
Day 1, 18:00-19:00 — Elad Edals is in quad.
Day 4, 01:00-02:00 — CB is in quad.

QUAD P7: A tight community of young people (all under the age of 35) live here and practice a way of life that forgoes all emotional or spiritual ties. All goods and products are donated to the benefit of the community as a whole. The city guard constantly invades the area, looking for reasons to disrupt the residents' lives. A pawnshop called the Broken Wheel

lies in the SE corner of this quad.

DM: If the heroes show kindness to the residents, they're invited to give up the adventuring life and join the community. Also, Zsizsi, a fat woman who runs the Broken Wheel, sells the following information to the heroes for 100 gr: A thief named Nerka, who lives near the Slayers' Brotherhood, knows of Edals's plans.

Conditionals:

Day 1, 19:00-20:30 — Elad Edals is in quad.

QUAD P8: Cheap Street runs through the center of the quad. A manhole that's a major access-way for sewer workers lies in the street.

DM: Workers from the city government busy themselves repairing the manhole and sewer entrance for all of Day 1, 2, and 3. If the heroes ask, one worker reports that he noted a man fitting Edals's description lurking in the area very late at night on Day 1. He didn't see where the man went.

Conditionals:

Day 1, 20:30-22:00 — Elad Edals is in quad.

QUAD P9: Carter Street and Shady Street cross near the quad's NE corner, where a clean fountain and well sit for communal consumption. A manhole lies in the middle of Carter Street.

DM: Residents of the area tell of a legend that anyone who throws a coin into the fountain may ask their deity for one boon, which will be granted (in some fashion) before the end of the day. Of course, they warn that the results might not be exactly what the wisher intended! The DM is encouraged to have fun with this idea. Allow the player characters to ask for favors, then figure out how to make those wishes come true in a way that fulfills the words of the wish but violates the spirit. For example, if a hero asks to find Edals, maybe he does—when Edals confronts him in a dark alley and puts a crossbow bolt through his chest.

Conditionals:

Day 1, 22:00-23:00 — Elad Edals is in quad.
Day 2, 09:00-10:00 — TP is in quad.

The Assassination Attempt

At 17:30 on Day 7 of the adventure, just as twilight begins to sweep over the city of Lankhmar, Elad Edals tries to make good on his pledge to kill Guildmaster Marl Kollinar. Edals has learned that Kollinar plans to move with an entourage westward on the Street of the Gods, hoping to show that no criminal's threats can put a stop to his guild's business in Lankhmar. Of course, Kollinar's no fool—he's surrounded by a dozen armed guards at all times. And, although Edals doesn't realize it, two of the guards are Fafhrd and the Gray Mouser, well-known heroes of Lankhmar who've been commissioned to help protect Kollinar's life.

In quad B2, Edals climbs to the roof of a temple on the north side of the Street of the Gods and waits. When Kollinar's group passes by, Edals intends to slay the treacherous guildmaster with a single shot from his heavy crossbow. But Kollinar's entourage has attracted much public attention. In each quad, crowds gather around the guildmaster and his guards; some folks marvel at Kollinar's bravery, some shout words of support or hatred, and some just hope to pick up a few coins that the wealthy guildmaster may toss their way.

Edals's killing shot will not be an easy one. But the matter may be complicated further by the player characters. Have the heroes found enough clues to be in quad B2, ready to stop the assassin? Are they far away in the city, unaware of what is about to take place in the Temple District? Or have they already encountered Edals in their hunt and stopped him, befriended him, or even joined him in his quest for vengeance?

The following scenes cover many possibilities for bringing *Avengers in Lankhmar* to a conclusion. But as the situation is likely to be tangled, the DM is encouraged to think of these scenes more as guidelines and alter them as needed for the specifics of the game.

(Because Fafhrd and the Gray Mouser show up only for this part of the adventure, their statistics appear below instead of on the DM's screen.)

Fafhrd, human male, R15/T5/B6: SL 9, AC 5 (leather, Dex bonus); MV 12; hp 130; THAC0 6; #AT 2; Dmg 1d8 (sword) and 1d4 (dagger); SA Strength bonus; SD survive cold; SW female charms; SZ M (7' tall); ML champion (16); AL NG; XP 6,000.

Notes: SA—Strength grants +3 to damage rolls. SD—+3 bonus to saving throws vs. cold. SW—50% chance of being charmed by female of Charisma 16 or 17; 100% chance if Charisma 18.

S 18/75, D 17, C 19, I 15, W 1, Ch 17.

Personality: Forceful, proud.

Special Equipment: leather armor, bastard sword, dagger.

Gray Mouser, human male, F12/T15/BW3: SL 9, AC 4 (leather, Dex bonus); MV 12; hp 90; THAC0 9; #AT 2; Dmg 1d8 (rapier) and 1d4 (dagger); SA rapier bonus; SD streetwise; SW female charms; SZ M (5' tall); ML champion (16); AL N; XP 3,000.

Notes: SA—+3 bonus to attack and damage rolls with rapier. SD—+2 bonus to rolls for bargaining and finding information in urban situations. SW—50% chance of being charmed by female of Charisma 16 or 17; 100% chance if Charisma 18.

S 15, D 19, C 17, I 16, W 9, Ch 17.

Personality: Jovial, swashbuckling.

Special Equipment: leather armor, rapier, dagger.

If the Heroes Aren't Around

If the heroes haven't stopped Edals before 17:30 on Day 7 and aren't in quad B2 to prevent the assassination, the story comes to a conclusion without them.

From his rooftop hiding place, Edals fires a bolt from his double-shot crossbow at Guildmaster Kollinar. The shot barely misses the guildmaster, striking and killing one of his guards instead. The crowd erupts in panic! Edals fires his second shot, but it's too late—most of the remaining guards have completely surrounded and covered Kollinar and are whisking him toward the safety of the nearby Temple of Aarth.

Two of the guards—Fafhrd and the Gray Mouser—break off from the rest and run toward



the temple from which Edals fired his shots, hoping to prevent the criminal's escape. Edals tries to get away by jumping from one roof to another, but the two heroes finally catch the so-called assassin at the Temple of the Rat God (in quad B4).

Edals is bound and escorted to the Guard Barracks, where Commandant Mannimark imprisons and questions him. Edals explains that he was only seeking vengeance on the man who engineered the murder of former Guildmaster Gillian Gildeketa and then framed him for the crime. Kollinar howls furiously for Edals to be put to death immediately, but Fafhrd and the Mouser insist that Edals receive a fair trial, and their words carry much weight with Mannimark.

However, when the Slayers' Brotherhood gets wind of Edals's capture and the "outrageous" statements he's making from his cell, they send an assassin—disguised as a city guardsman—to pay a call on Edals. The two struggle to the death; Edals manages to slay the assassin and escape from his cell. The commotion brings other guards, but it's too late—Edals is gone.

Using the sewer tunnels to get out of the city, Edals is on the loose once again, still charged with Gillian Gildeketa's murder. Now, however, he's also wanted for attempting to kill Guildmaster Kollinar and for slaying the disguised assassin. (It's widely assumed that the assassin was actually an *accomplice* of Edals, a poor soul who freed his "friend" and was rewarded with death.)

Obviously, this isn't the best ending the player characters could hope for. First of all, the heroes weren't around to witness or have a hand in the conclusion; they'll have to hear about it from other NPCs. More importantly, Guildmaster Kollinar and the Slayers' Brotherhood have managed to keep their murder of Gillian Gildeketa a secret, and Edals is now hunted for further crimes.

If the Heroes Kill Edals

If the heroes manage to kill Edals at any point during the adventure, each member of the party receives an equal share of experience points

(refer to Edals's statistics on page 9). If they take the corpse to the Guard Barracks, Commandant Mannimark inspects the body to be certain that it is indeed Edals. If Mannimark is satisfied, he thanks the heroes and promises them the reward money (stated on the wanted poster on the back cover of *Avengers in Lankhmar*). If the heroes joined the manhunt under the conditions given in "The Adventurers' Return" (see page 26), they also receive a 20% bonus to the reward.

Social Level Increase: If the heroes kill Edals *before* he tries to assassinate Guildmaster Kollinar, each hero gains 1 rank in social level. However, if the heroes kill Edals *after* he tries to assassinate the guildmaster, each hero gains 2 ranks in social level (as the public is more aware of what's happened and more likely to honor the heroes).

If the Heroes Capture Edals

If the characters capture Edals at any point in the adventure, the assassin naturally tries to escape. If Edals is bound, the DM must roll against his open locks ability (90%). If the roll fails, Edals can't free himself, and he can't try again until the situation changes somehow (for example, the heroes adjust his bonds, the heroes are distracted by another manhunt team, etc.).

If the roll is successful, Edals doesn't burst free immediately; instead, he waits for the best opportunity to escape—perhaps when the heroes encounter a manhunt team, when they stop to talk to other NPCs, when they stop to eat, and so on. When he sees his chance, Edals makes for the nearest sewer grate or manhole and runs through the underground tunnels as fast as he can. Edals hopes to reach the Hlal River on the western side of the city, swim out to sea, and wave down a passing ship. The heroes can try to stop Edals by chasing him through the tunnels or cutting him off at the river.

Social Level Increase: If the heroes capture Edals before he tries to assassinate Guildmaster Kollinar, each hero gains 1 rank in social level. However, if the heroes capture Edals *after* he tries to assassinate the guildmaster, each hero gains 2 ranks in social level (as the public is

more aware of what's happened and more likely to honor the heroes).

If, on the other hand, Edals escapes from their grasp, the heroes gain no social levels. And if anyone in the city realizes that the heroes had Edals prisoner but *let him get away*, each hero loses 2 ranks in social level. (The DM should note how the heroes act when they capture Edals. If they capture him quietly and don't shout the news in the streets, there's only a 10% chance that an NPC will know they had Edals but let him get away. But if the heroes cause quite a stir and boast of their accomplishment, there's an 80% chance that an NPC will know the truth.)

If the Heroes Speak with Edals

If the player characters give Edals a chance to speak, he briefly explains his story. At this point, the DM can reveal the information found in "The Tale of Elad Edals" (pg. 3) and the biographical information in Edals's statistics (pg. 9).

The DM shouldn't just read Edals's background word for word; instead, parcel the information out during the course of a normal conversation (allow the heroes to ask questions, have Edals get sidetracked, etc.).

Once the heroes have heard Edals's story, they may try to talk him out of his desire for vengeance, or they may decide to *help* Edals get rid of Guildmaster Kollinar.

Talking Edals Out of It: If the heroes try to convince their foe to leave the situation alone, Edals gauges the relative strength of the player characters. If their total levels exceed his level, Edals agrees to the plan. He tells the heroes that he's going to enter the sewer system and head east. Once in the Great Marsh, he'll head to the Sinking Land and catch a merchant ship to Ool Krut, north of Ilthmart. Edals bids the heroes farewell and walks to the nearest sewer access.

Unfortunately, Edals has no intention of abandoning his quest. He enters the sewers and heads east for a short while (in case any of the heroes follow him), but before long he doubles back and tries to fulfill his plan to assassinate

Guildmaster Kollinar. If the heroes have delayed him to the point where he can no longer ambush Kollinar in quad B2, Edals goes after the guildmaster at his earliest opportunity. In any case, he still fails, thanks to Fafhrd and the Gray Mouser.

The DM should note the circumstances of the heroes' meeting with Edals. If it takes place in a public area and the heroes do nothing to hide the fact that they're talking to a wanted criminal, they could be in trouble. Word quickly spreads that the heroes befriended Edals and let him get away. Each hero now finds himself with a reward on his *own* head: 1,000 gold rilks for each character, plus a bonus of 1,000 gold rilks if the entire party is delivered (in other words, captured or killed) at once. Furthermore, each hero's social level drops to 3.

Helping Edals Escape: If the heroes help Edals escape from the law (either before or after the assassination attempt), each hero finds himself with a new social level of 2 and a bounty of 1,500 gold rilks on his head. With this kind of reward, the characters can expect nothing but trouble whenever in Lankhmar. If the heroes harm or slay anyone who tries to bring them in, the bounty increases by 100 gold rilks for each such occurrence.

Helping Edals Kill the Guildmaster: The heroes may decide to help Edals assassinate Guildmaster Kollinar; the DM must determine the success of whatever plan the group comes up with. If they simply attack Kollinar's entourage as it moves down the Street of the Gods, Kollinar's guards (to say nothing of Fafhrd and the Gray Mouser) might make short work of the heroes. However, it might be enough of a distraction for Edals to successfully shoot the guildmaster.

In any event, the heroes' direct help in the assassination attempt makes them wanted criminals. Each hero now finds himself with a social level of 1 and a bounty of 2,000 gold rilks on his head. If the heroes then harm or slay anyone who tries to bring them in, the bounty increases by 100 gold rilks for each such occurrence.

Glossary

Agol, bronze: The Lankhmar equivalent of the silver piece (often abbreviated ba).

Alazar: A member of the Club Blood manhunt team.

Aldarr: A member of the Pyrotechnics manhunt team.

Alesmith: A server of alcoholic drinks.

Ariels: A gang of hoodlums. At the start of the adventure, the gang has 40 members: 20 thieves (level 1d4) and 20 fighters (level 1d6).

Azar, Poliamus: A member of the Club Blood manhunt team.

Battlefagged: Weary, tired, and/or wounded from battle.

Belgora: A member of the Children of the Snake manhunt team.

Bellibone: A beautiful woman, usually one perfect for marriage.

Bellytimber: Food or provisions.

Black Hand: A gang of hoodlums. At the start of the adventure, the gang has 52 members: 32 thieves (level 1d4) and 20 fighters (level 1d6).

Black wizard: The Lankhmar equivalent of a normal AD&D wizard.

Blackbeard, Thraygar: A member of the Club Blood manhunt team.

Bonelock: A joint, as in an elbow, wrist, hip, etc.

Bootsplit: A shoeshine.

Bronze agol: See **agol, bronze**.

Bylquore: A member of the Club Blood manhunt team.

Coze: Comfort or peace.

Crag: A particularly rough mountain.

Cranequin: A device similar to a crowbar used to cock a heavy crossbow.

Cytulliar: A member of the Club Blood manhunt team.

Death's Consorts: A gang of hoodlums. At the start of the adventure, the gang has 35 members: 5 black wizards (level 1d4) and 30 fighters (level 1d4+1).

Diamond-in-amber glulditch: The Lankhmar equivalent to 100 platinum pieces (often called a glulditch).

Edals, Elad: A notorious fighter/thief who threatens to kill the Guildmaster of the Merchants' Consortium.

Eriadne: A member of the Children of the Snake manhunt team.

Fisticuffs: A form of hand-to-hand fighting similar to boxing.

Foraging: A new nonweapon proficiency; see page 7.

Force of Thirty: A gang of hoodlums. At the start of the adventure, the gang has 66 members: 26 thieves (level 1d4) and 40 fighters (level 1d6).

Gamecock: A soldier, warrior, or adventurer.

Gerritt: A member of the Club Blood manhunt team.

Gildeket, Gillian: Former guildmaster of the Merchants' Consortium; slain by an assassin assumed to be Edals.

Gildeket, Hastina: A politician who hopes to catch Edals with a subtle trap; daughter of slain Guildmaster Gillian Gildeket.

Gimballon: A member of the Children of the Snake manhunt team.

Glulditch: See **diamond-in-amber glulditch**.

Gold rilk: See **rilk, gold**.

Gorsomm: A member of the Children of the Snake manhunt team.

Gregory the Valorous: A member of the Overlord's Elite Force manhunt team.

Grunt: A marine.

Hide in natural surroundings: A new nonweapon proficiency; see page 7.

Indirion: A member of the Pyrotechnics manhunt team.

Ireisal: A member of the Pyrotechnics manhunt team.

Iron tik: See **tik, iron**.

Izz'terl: A member of the Children of the Snake manhunt team.

Jokandor, Imsak: A politician and former adventurer who hopes to catch Edals with a show of force.

Kalia: A member of the Overlord's Elite Force manhunt team.

Kauth: A person who enjoys grousing with friends over well-brewed ale.

Koronous the Fire Mage: A member of the Pyrotechnics manhunt team.

Lakkonon: A member of the Children of the Snake manhunt team.

Lazz: An insane person, especially one with a creative flair.

Longnap: Death.

Makenzie: A member of the Overlord's Elite Force manhunt team.

Mannimark: The Commandant of the Southern Barracks and coordinator of the manhunt for Edals.

Moredlin: A member of the Pyrotechnics manhunt team.

Mubblefuddled: The state of feeling depressed or melancholy.

Muster: To gather a group of people for a specific purpose.

Namesalt: To spread nasty rumors.

Nobilius: A member of the Overlord's Elite Force manhunt team.

Norsinnow: A member of the Pyrotechnics manhunt team.

Notesend: To have a message carried.

Palmgrease: Money used to bribe politicians and other members of the government.

Pledgebound: The state of being promised or sworn to perform a task.

Poplolly: A beautiful woman, especially a mistress.

Quad: A square area of Lankhmar 150 feet on a side; all quads are outlined on the map for *Avengers in Lankhmar*.

Ramshackle: To destroy or ransack.

Randron: A member of the Pyrotechnics manhunt team.

Rilk, gold: The Lankhmar equivalent to a gold piece (often abbreviated gr).

Rinnen, Max: A member of the Children of the Snake manhunt team.

Sakornia: A member of the Children of the Snake manhunt team.

Scab: A lawbreaking person, often one seen as a sore on the earth.

Scofflaw: Lawbreaker.

Scud: To sail a ship.

Shadowlands: The area of Lankhmar thought to be the home of the dead.

Silverblade, Kathena: A member of the Overlord's Elite Force manhunt team.

Smerduk, silver: The Lankhmar equivalent of an electrum piece (often called a smerduk).

Teldicia: A member of the Club Blood manhunt team.

Technique: One of 39 tricks, traps, or snares used by Edals to hinder or disable pursuers.

Thaw: One year (e.g., *I've lived in Lankhmar for three thaws*).

Thegal, Alea: A member of the Club Blood manhunt team.

Theodoric: A member of the Overlord's Elite Force manhunt team.

Thraydin, Talar: A member of the Overlord's Elite Force manhunt team.

Tik, iron: The Lankhmar equivalent of a copper piece (often just called a tik).

Van Raestel, Melikna: A member of the Children of the Snake manhunt team.

Westguard, Valen: A member of the Overlord's Elite Force manhunt team.

Waistcord: A belt or a rope tied around the waist to hold objects.

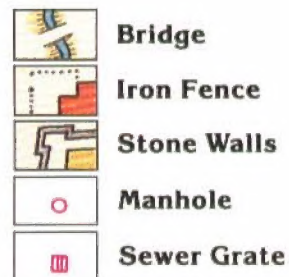
Wanderlust: A condition marked by the inability to remain in one place for long periods of time.

White wizard: The Lankhmar equivalent of a normal AD&D cleric or druid.

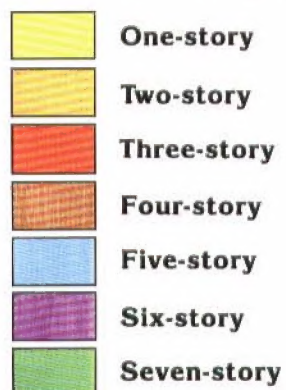
Whystagg, Avenel: A member of the Children of the Snake manhunt team.

Wilhelm: A member of the Club Blood manhunt team.

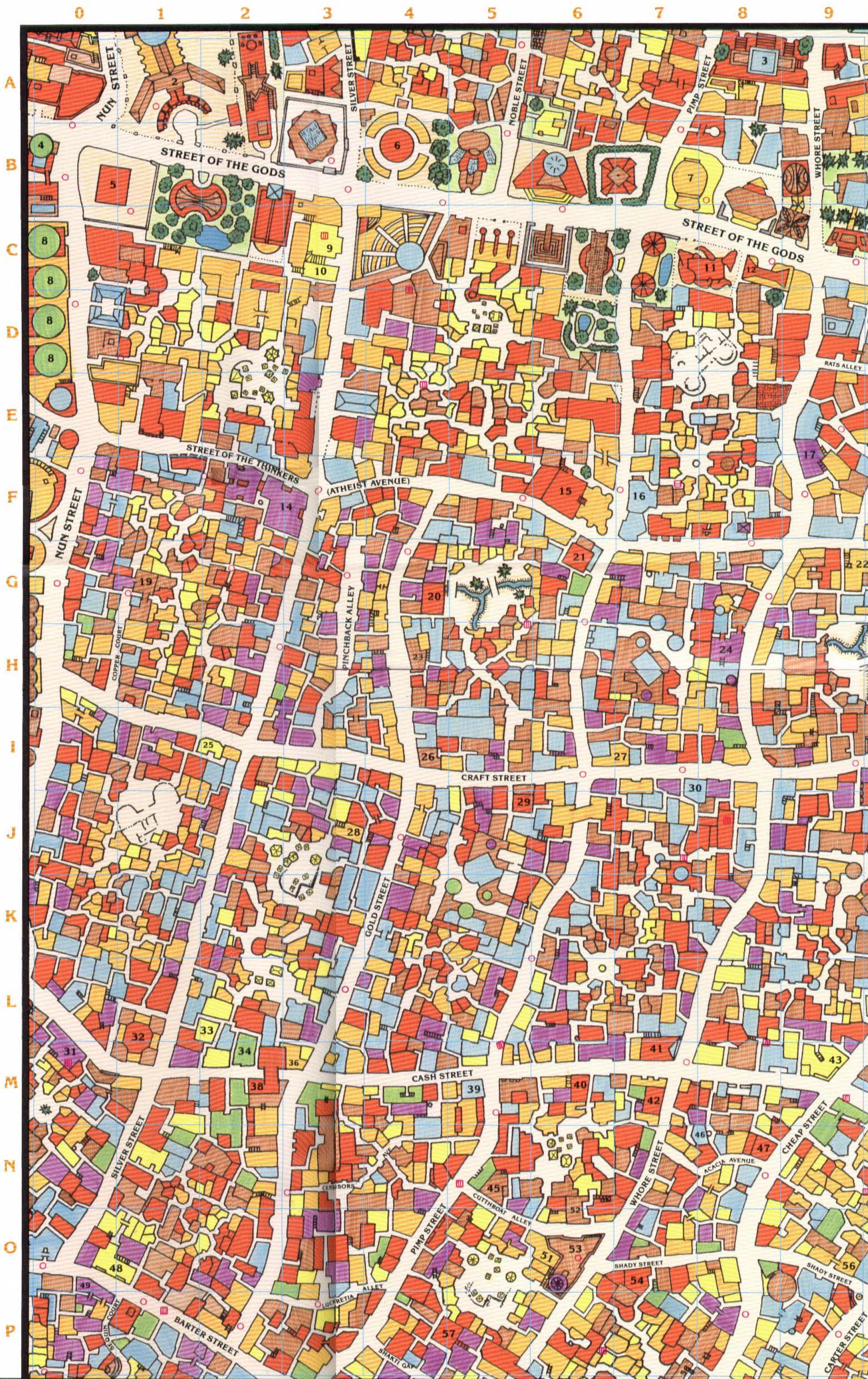
PLAYERS' MAP



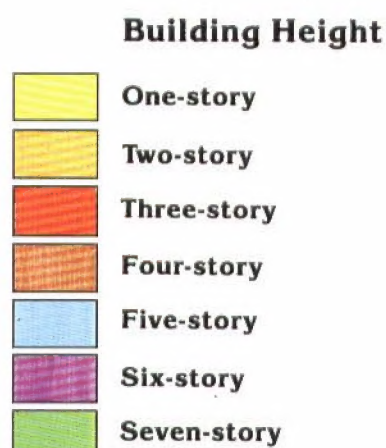
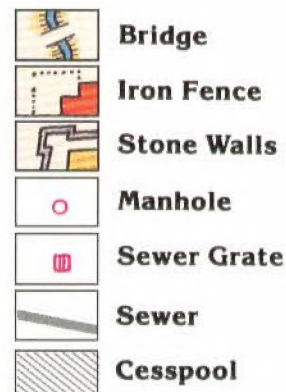
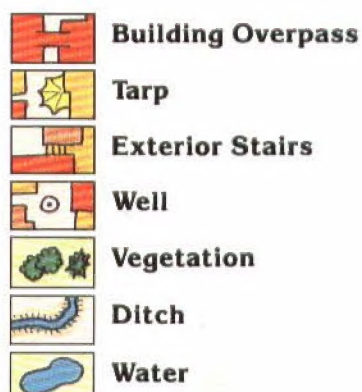
Building Height



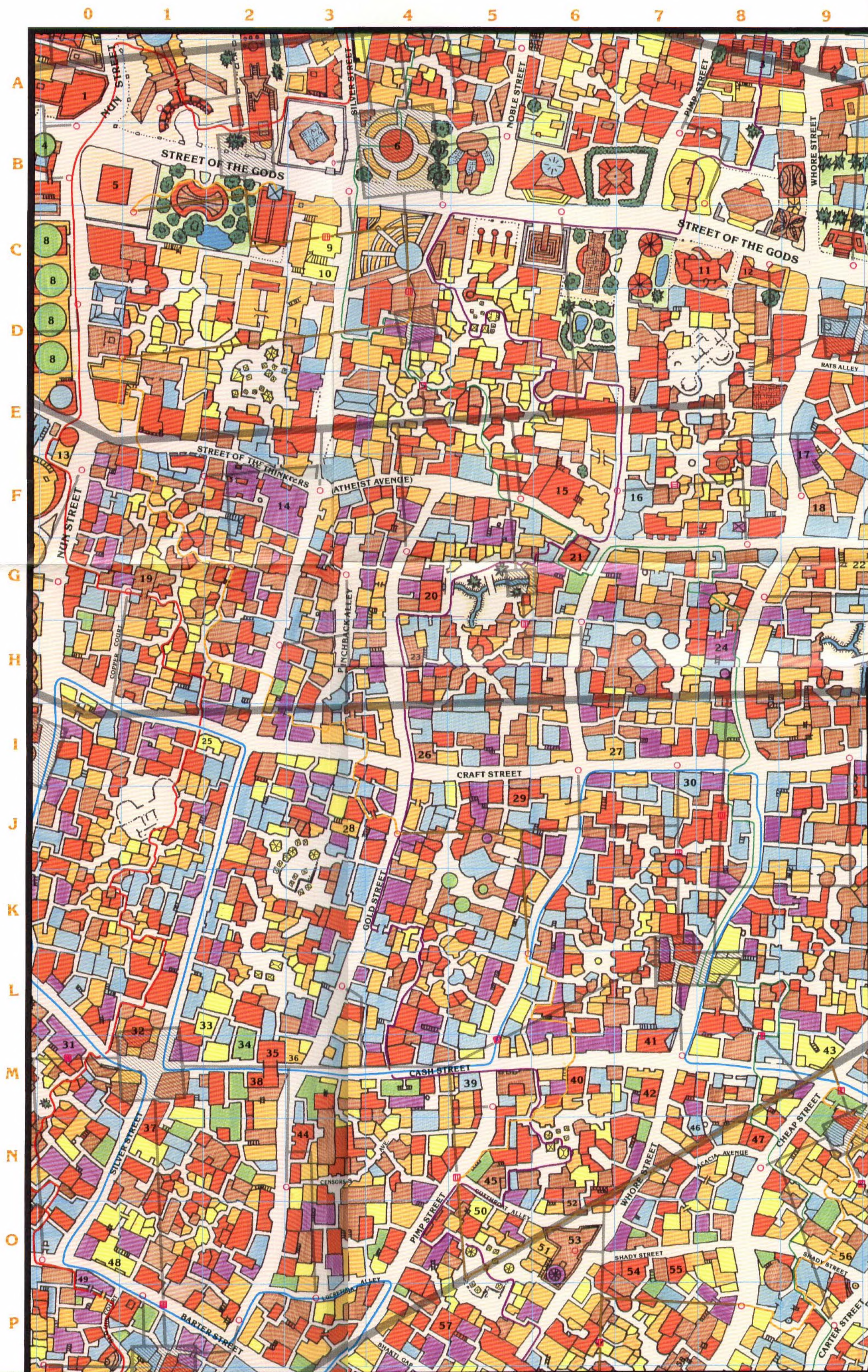
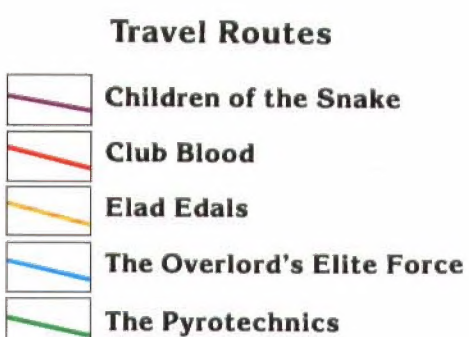
2. Temple of Aarth
3. House of Pleadors
4. Glemen's Bar & Grille
5. Temple of the Gods of Lankmar
6. Temple of the Rat God
7. Temple of Issek
8. The Great Grain Silos
9. Shop of Ogo the Blind
10. Shop of Nemia of the Dusk
11. Temple of Kos
12. Temple of the Red God
14. The Goose Downs
15. The Great Library
16. The Merry Players
17. Turkyl's Tenements
19. The Needle's Point
20. Toy Shop
21. Gems & Jewelry
22. Carroway the Cartographer
23. The Rat's Nest
24. House of Red Lanterns
25. Financier
26. Blacksmiths' Guild
27. Sweetshop
28. House of Knowledge
29. Merchants' Consortium Guildhouse
30. Wig Shop
31. Guard Barracks
32. Artful Hands
33. The Whistling Fish
34. Heralds' & Messengers' Guild
36. House of Knives
38. Rokkermas (Sculptor)
39. The First Steppes
40. Silversmith
41. Bistro the Potter
42. The Golden Lamprey
43. Barrister
45. The Clean Chin
46. Fleeria's House of Pleasure
47. Writer
48. Tanitha's Pets
49. Jewelers' Guildhouse
51. Assassin's Circle
52. The Horse & Cart
53. Slayers' Brotherhood
54. House of the Bear
56. Hanged Man Tavern
57. Dyers
58. The Broken Wheel



DUNGEON MASTER'S MAP



1. Hisvin's House
2. Temple of Aarth
3. House of Pleaders
4. Glemen's Bar & Grille
5. Temple of the Gods of Lankmar
6. Temple of the Rat God
7. Temple of Issek
8. The Great Grain Silos
9. Shop of Ogo the Blind
10. Shop of Nemia of the Dusk
11. Temple of Kos
12. Temple of the Red God
13. Gustillo's Apartment
14. The Goose Downs
15. The Great Library
16. The Merry Players
17. Turkyl's Tenements
18. Rongart's House
19. The Needle's Point
20. Toy Shop
21. Gems & Jewelry
22. Carroway the Cartographer
23. The Rat's Nest
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27. Sweetshop
28. House of Knowledge
29. Merchants' Consortium Guildhouse
30. Wig Shop
31. Guard Barracks
32. Artful Hands
33. The Whistling Fish
34. Heralds' & Messengers' Guild
35. Slaarg's House (Sculptor)
36. House of Knives
37. Jengao's House
38. Rokkermas (Sculptor)
39. The First Steppes
40. Silversmith
41. Bistro the Potter
42. The Golden Lamprey
43. Barrister
44. Myrria's Mansion
45. The Clean Chin
46. Fleeria's House of Pleasure
47. Writer
48. Tanitha's Pets
49. Jewelers' Guildhouse
50. Nerka's Apartment
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OVERLORD'S PROCLAMATION

WHEREAS G. Gildekot, Guildmaster of the Merchants' Consortium, was murdered in her home on the 13th day of June, 695, by one Elad Edals, said Edals being described as six feet in height, 31 years of age, with light complexion, brown hair, brown eyes, and a violent disposition; and

WHEREAS said Edals, having fled the scene of his crime, eluded a manhunt in the Hlal Forest, causing more wrongful deaths in the process, and now remains a fugitive at large; and

WHEREAS said Edals has aggressively stated his intent to return to Lankhmar and murder M. Kollinar, who now holds the seat of Guildmaster of the Merchants' Consortium;

THEREFORE, know ye, that I, Orion Kistomerces, Overlord of the City of Lankhmar, in pursuance of law, do hereby offer a reward of **FIFTEEN THOUSAND GOLD RILKS** for the arrest and conviction of said **ELAD EDALS**, for the crimes above named.

IN TESTIMONY WHEREOF, I have hereunto subscribed my name, and caused to be affixed the Great Seal of the City. Done at the Citadel of the Overlord, this day of the **TURTLE** in the month of the **LION** in the year of the **BEHEMOTH**.

Orion Kistomerces

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